

PRIMA'S OFFICIAL



STRATEGY GUIDE

BLOOD WAKE™



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BLOOD WAKE™

Prima's Official Strategy Guide

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ISBN: 0-7615-3902-6

Library of Congress Catalog Card Number: 2001099368

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Introduction

Your name is Shao Kai. A former Lieutenant for the Northern League. After a surprise attack left you drifting through the Dragon Sea, you were captured by pirates of the Shadow Clan. Pei Zeng, Warlord to the Shadow Clan has spared your life in exchange for your services as a sea raider. Now you must make a new name for yourself within the clan by waging war against the clan's enemies; The Jade Kingdom and the Iron Empire.

Serving the Shadow Clan also allows you to seek out the attacker that left you stranded at sea, your brother Shao Lung. Lung is an unmerciful killer with a legacy of treachery, deceit, and death. It is rumored that he has somehow acquired a powerful mystical weapon with unknown capabilities. It is now up to you to put a stop Lung's plans and to make him pay for his acts.

Get ready, Kai. The time has come for you to venture out under the support of the Shadow Clan. To wreak havoc while saving the land from the evil forces that are trying to consume it. The waters ahead are dangerous and loaded with surprises, but nothing a former Lieutenant can't handle. Good luck.

How To Use This Guide

Welcome to the waters of the Dragon Sea. *Blood Wake* is a beautifully sculpted game filled with fast paced boat action throughout 28 treacherous missions. Tensions run high and the action is fierce. You need all the help you can get.

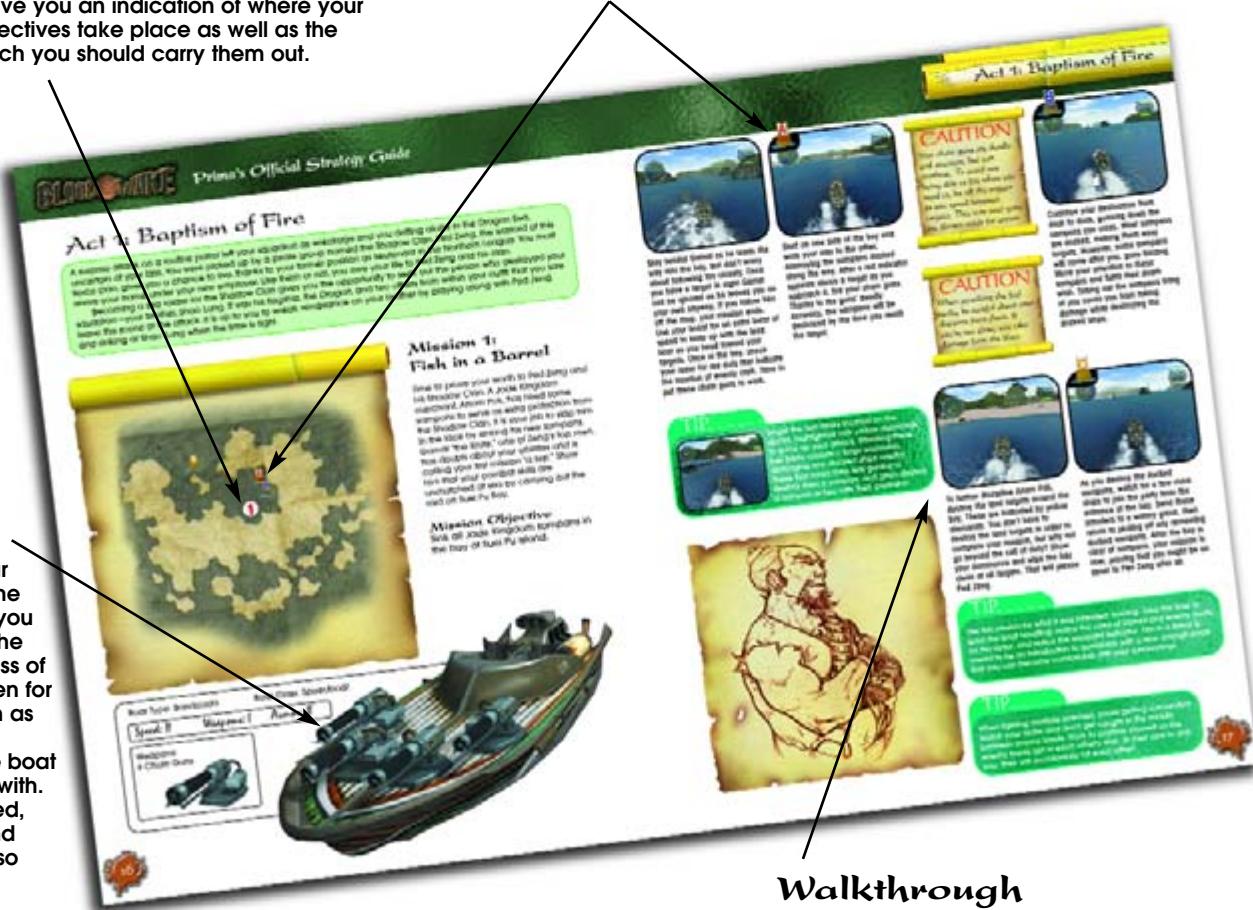
Blood Wake—Prima's Official Strategy Guide will your weapon of choice to fight your way through the challenges of being a sea raider for the mighty pirates of the Shadow Isles, the Shadow Clan. In this guide you will find all you need to successfully complete each mission on the Captain difficulty setting as well as all the tips and tricks to becoming a master of sea combat. For each mission you will find a general strategy to completing the mission at hand. There is always more than one way to complete a mission, so consider us your navigator: We plot your course, leaving you to do the dirty work. The waters are all yours, friend.

Objective Points (Numbers on map)

The numbers place on the map indicate points on the map that pertain to your objectives. These will give you an indication of where your primary objectives take place as well as the order in which you should carry them out.

Buoys (Map and screens)

The lettered buoys point out specific points of the walkthrough on the map.



Walkthrough

The walkthrough will give you the basic strategy for getting through each mission.

There are a few skills you need to master before going off half-cocked into the open sea. Knowing the controls and how to maneuver are keys to winning. When you know exactly how to control your boat, you've got the advantage. Study the following pages to train and hone your reflexes.



Controller Symbols

Here is a guide to the controller symbols used in our text and what they represent on the controller.

Alternate Controls

Action	Button press for controller alternative A	Button Press for controller alternative B	Button Press for controller alternative C
Boat Rudder	L or ⊕	L or ⊕	L or ⊕
Boat Throttle	R or ⊕	L or ⊕	L or ⊕
Primary Fire	L	R	R
Secondary Fire	A	A	A
Weapon Select	X	X	X
Boost	B	B	B
Map Zoom	Y	Y	Y
Camera Angle	WHT	WHT	WHT
Camera	R	R	R
HUD Toggle	BLK	BLK	BLK

Basic Controls

Before you can run...

Movement

Move your boat from one point to the next using \odot or \odot ; this is also your throttle. \odot or \odot moves your boat forward while \odot or \odot backs it up. \odot is also used to control your boat in the air. Left and right control the yaw (direction, not rotation) and up and down control the pitch.

TIP

We recommend using \odot over \odot . \odot is the left analog stick and provides more precise movement.

Fire Weapons

\odot fires your main weapons. Your main weapon is either the quick-firing chain gun or the slower but more powerful auto-cannon, depending on which boat you're driving. Your primary weapon never runs out of ammo but does overheat with prolonged use.

\odot fires your secondary weapons. Secondary weapons are more powerful than both the chain gun and auto-cannon. However, they have limited ammo and require you to find Re-arm boxes if they run out.

Weapon Select

Tap \odot to cycle through your secondary weapons. Depending on your boat, you can have different combinations of secondary weapons. Once selected, use \odot to fire.

Boost

For a quick burst of speed, press and hold down \odot . Your boost runs out quickly, so don't over use it. Once it runs out, you must wait for it to recharge. The blue meter on your screen indicates how much boost you have left.

Map Scale

\odot zooms the map in your radar in and out. This is useful to see how far away enemies are and gives more detail when fighting in close combat. The two scale settings are a 1000-meter radius (default) and a 500-meter radius.

Camera Position

\odot changes the camera angle. You can use one of three camera angles while playing. Two of the angles position you behind the boat so that you can see everything around you while the third angle puts you right in the driver's seat.

Look About

\odot lets you look to your right, left, and behind you. Useful for keeping an eye on enemies trying to sneak up on you. Moving the stick forward zooms the view. Useful for determining exactly what a distant target is.

HUD Toggle

Use \odot to move the HUD from top to bottom or to completely remove it.

Combat Techniques

Now that you know the basic controls, it's time to learn some tricks of the trade. Master the following techniques, and sinking enemy boats will become second nature.

Boosting

Quick Turns

When turning with the throttle just isn't enough, use the boost. Boosting while turning turns the boat in a tighter radius. This is useful for dodging torpedoes and rockets, and for keeping an enemy in sight.

Another good technique is to boost inside a spray of rockets. Once someone fires a volley of rockets at you, boost directly at them so that they fly overhead instead of impacting the boat. Boosting only works in a forward direction, so don't try to boost backwards—you'll just end up jumping forward.

TIP

Use the boat's inertia to throw mines off to the side at enemy boats, especially large ones. Cut a hard turn, launch the mine, and watch it fly off to the side instead of just dropping out behind.



Boost while turning to perform a tighter turn.



Use the boost to quickly dodge incoming torpedoes.

Conserve Boost

The blue meter in your HUD indicates how much boost you have. Boost regenerates slower than it is used, so use it wisely. If you've squandered your boost foolishly and see incoming torpedoes, you're already dead.

Use the Radar

Radar is the map to your surroundings. Red dots indicate enemies while green ones indicate friendly boats. Keep one eye on the radar at all times to prevent a surprise attack. Use the radar to be aware of where everyone is so that you can be ready for gunfire coming from those directions. Radar is Line of Sight. This means that there may be enemies hiding behind rocks that don't show up on radar.

The radar also indicates your objective points. A yellow circle indicates your current objective. If your objective is too far to show on the radar, a yellow triangle points the way. Don't forget to use the radar zoom function (Q) for more detail or greater range in the radar.

Collecting the Goods

Repair and Re-arm boxes are valuable commodities. If you don't need a power-up (e.g. you are at full health) then they won't get picked up and will be available later. This way you don't have to worry about consuming them by mistake. To make sure you make the most use of them, there are a few things to keep in mind.

- Repair and Re-arm boxes remain where you left them if unused. Remember where you leave some in case you need to come back for them later. Crates and power-ups are picked up by simply driving through them.
- Each Re-arm box supplies you with ammunition for all of your secondary weapons. Use a variety of secondary weapons on your enemies. There's no point in saving a particular weapon for later use if you are going to Re-arm.

Weapons Management

Know the Difference Between a Diamond and a Triangle



Don't waste your precious secondary weapons on a target that is out of range.

When an enemy registers on your targeting reticle, a health meter and either a red diamond or a red triangle is visible. A red diamond indicates that your target is in range for your primary weapon. As you near the target, the diamond turns in to a triangle to indicate that your secondary weapon is now in range. Yellow diamonds and triangles indicate shore-based enemies.

Weapons Reload Time and Overheating

While it's true that your primary weapon has infinite ammo, you can't hold the trigger down indefinitely. Eventually, the primary weapon overheats and you must wait a few seconds before you can fire. Refrain from firing until you have a target in range. Having your guns overheat at the wrong moment is more than annoying; it's dangerous.

Your secondary weapons don't have overheating problems but do require a brief reload time. Once fired, a red weapon icon in your HUD indicates that that weapon is being reloaded. You must wait until the weapon is reloaded before you can fire again. You can, however, switch weapons and fire the next weapon.



A red weapon icon means you must wait a few moments before firing your secondary again.

Know Your Arsenal

Your boat is usually equipped with multiple secondary weapons. Begin each mission by cycling through your secondary weapons to familiarize yourself with which weapons you have. The arsenal your boat has dictates what strategy you must use when fighting enemies. A Stinger on your boat means you're better equipped for close-range fighting while rockets allow more distance between you and your enemy.

Memorize Your Weapons Cycle

Why memorize the order in which your secondary weapons cycle through when you can just look up and see which one is loaded? The split second it takes to glance at the corner of the screen to find out your weapon is the same split second it takes for your enemy to move out of range... or worse. The advantage is yours in knowing that it takes two clicks of **A** to switch from torpedoes to the fixed cannon.

The best example of this are boats with mine launchers. Rookie players will line up a kill and then throw a mine out the back by mistake. Learn how to skip over the mines so you don't make that mistake.

Conserve Ammo

Secondary weapons destroy a target faster than your chain guns or auto-cannons. But the trade off is limited ammo. If it's safe for you to destroy an enemy with your primary weapon, do so. This technique is most viable when you've depleted your enemy's health meter to a small sliver. Save some ammo and fire your primary into its hull to finish it.

Ensign generates the most number of crates per kill while on Admiral you are lucky to get one or two. Also, the bigger the boat, the more crates it is likely to generate. So even if the sampan is an easier kill, it won't give you the bounty that killing the torpedo boat will.



Finish this guy off using your primary weapon.

Bombard Your Enemy



An enemy boat has no choice but to seek refuge at the bottom of the sea when you blast it with your weapons.

The faster your enemy is destroyed, the better. When facing an enemy boat, fire your secondary weapon of choice and immediately switch to the next weapon and fire again. Nothing sinks an enemy like torpedoes followed by rockets followed by fixed cannons. And don't forget to lean on your primary weapon trigger.

Know Thy Enemy

Learn to recognize enemy boats and their capabilities. Are your enemies' boats equipped with a Stinger? (Dangerous at close range.) Do they sport torpedoes? (Watch the water to see them coming.) Are your enemies heavily armored? (Unload as much artillery as you can afford into their hulls.) Are they lightly armored? (No need to follow your torpedoes with rockets when the chain gun or auto-cannon can finish them.)

Dogfighting

Dogfighting is a skill to learn early. Most of your battles involve other boats so learn how to quickly sink them while taking minimal damage.



Like your boats, enemy boats' secondary weapons are fired from the front. To avoid being hit by one of their powerful weapons, attack from behind or to the side.



When attacking the side of a boat, lead your target and shoot your weapon at where the enemy is going to be, not where it is.



Attacking boats head on is riskier, but allows better accuracy with your powerful torpedoes and rockets. When doing this, be ready to veer off if you see your enemy fire its secondary weapons.



Your enemies also know how to lead a target. Opt for the zig-zag pattern and vary your speed to avoid rockets and torpedoes.



Use **A** to look about during heated battles. Take a look around so nobody sneaks up on you. Watch for approaching torpedoes or boats turning to face you.



Use your weapons in succession to decimate your opponent. A good combination is the Wave Gun and rockets. Fire the Wave Gun to pop smaller boats in the air and follow it with a barrage of rockets before timing your torpedoes to hit them as they land.

Know Thyself

Each boat that you pilot has its own strengths and weaknesses. Play to its strengths and protect its weaknesses. If you have a fast boat, you can afford to zip about and dodge the enemy. However, a slower boat calls for more precise targeting and well placed shots. Well-armored boats afford more time before picking up Repair boxes but also take more to regain full health.



Battle with your boat's abilities in mind. The Eel is great for close-quarters combat, so keep your enemy within range of the Stinger.

Boats

There are a lot of boats sailing the waters of *Blood Wake*. These boats can be separated into three different groups: Shadow Clan, Jade Kingdom, and Iron Empire. Each group of boats has its own look, feel, and style.

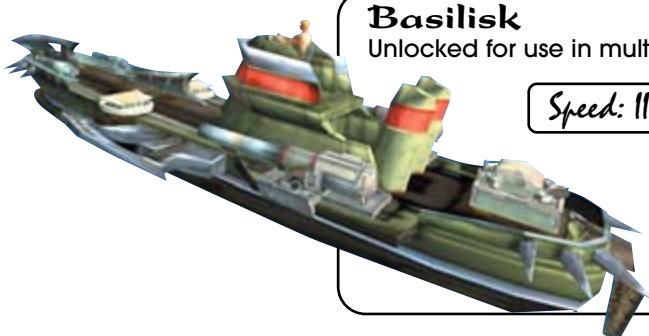
The Jade Kingdom's boats consist mainly of junks and sampans. They are relatively slow, keeping more to the shallows such as jungle rivers. They are relatively numerous and can carry powerful weapons.

The Iron Empire boats are metal-hulled and powered by large engines. For the most part they are quicker than the Jade Kingdom's sampans and can take a lot of damage. Be very careful around these boats and avoid a head-to-head encounter.

And last but not least are the Shadow Clan boats. A little more diversified, these boats cover a wide range of statistics. The Shadow Clan tries to use the latest technology when fighting its enemies. Be prepared to use many different techniques and fighting styles with these boats.

Some boats are slow and some fast. Some carry powerful weapons, and some none at all. Sometimes you'll be in control of a friendly boat and sometimes one used by the enemy. With all the boats in *Blood Wake* it's a good idea to learn how each of them works. Keep in mind that the earlier boats have dumb-fire weapons and the later boats have homing weapons.

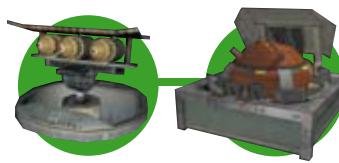
Basilisk



Basilisk

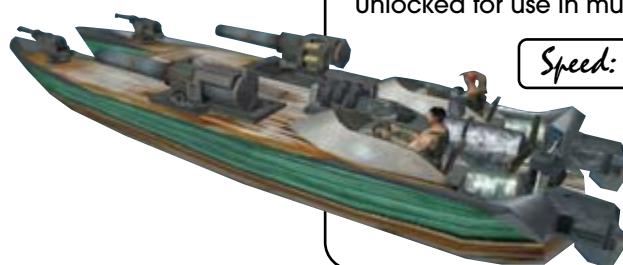
Unlocked for use in multiplayer by completing Mission 6 on Captain difficulty setting.

Speed: **IIII** Weapons: **IIII** Armor: **IIII** Used in: **Multiplayer**



Weapons: 2 Chain Guns, 2 Fixed Cannons, 1 Mine Launcher, 2 Rocket Launchers

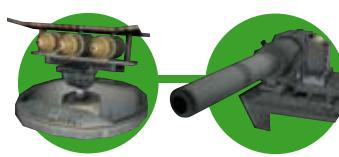
Catamaran



Guncat

Unlocked for use in multiplayer by completing Mission 6 on Ensign difficulty setting.

Speed: **II** Weapons: **II** Armor: **III** Used in: **Mission 7, 8**

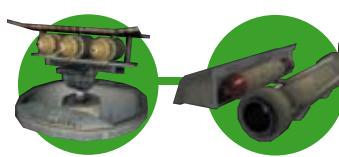


Weapons: 2 Auto-Cannons, 2 Fixed Cannons, 1 Rocket Launcher

Hellcat

This boat is available for use in multiplayer.

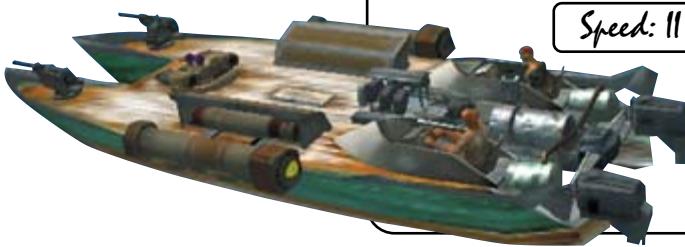
Speed: **II** Weapons: **II** Armor: **III** Used in: **Mission 5, 6, 9, 10, 22, 23**



Weapons: 2 Chain Guns, 2 Torpedoes, 1 Rocket Launcher

Stingray

Unlocked for use in multiplayer by completing Mission 9 on Captain difficulty setting.

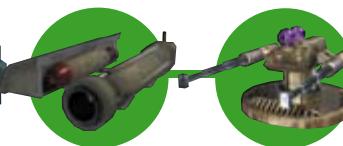


Speed: II

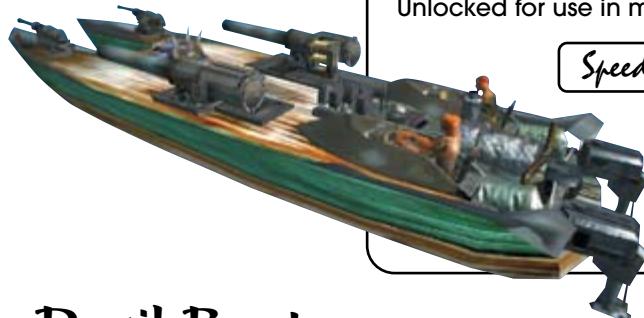
Weapons: III

Armor: III

Used in: Multiplayer

Weapons: 2 Auto-cannons,
2 Torpedoes, 1 Stinger**Wraith**

Unlocked for use in multiplayer by completing Mission 21 on Captain difficulty setting.

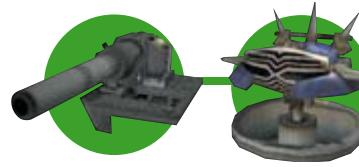


Speed: II

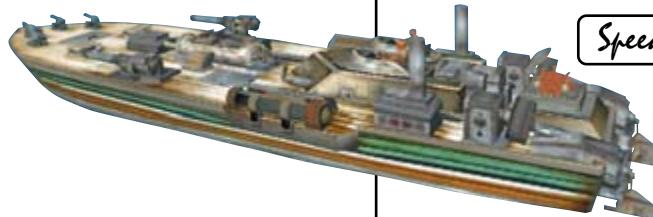
Weapons: II

Armor: III

Used in: Multiplayer

Weapons: 2 Auto-cannons, 2
Fixed Cannons, 1 Wave Gun**Devil Boat****Jackal**

Unlocked for use in multiplayer by completing Mission 19 on Ensign difficulty setting.



Speed: II

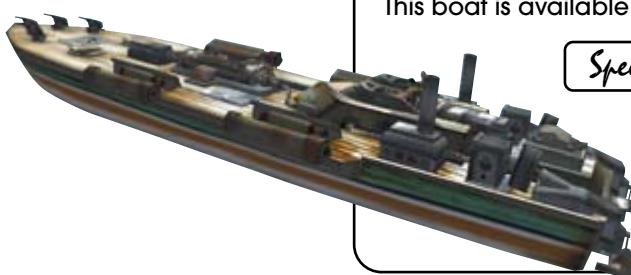
Weapons: II

Armor: II

Used in: Multiplayer

4 Chain Guns, 2 Fixed
Cannons, 1 Mine Launcher,
2 Torpedo Launchers**Razorback**

This boat is available for use in multiplayer.

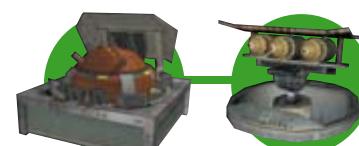


Speed: II

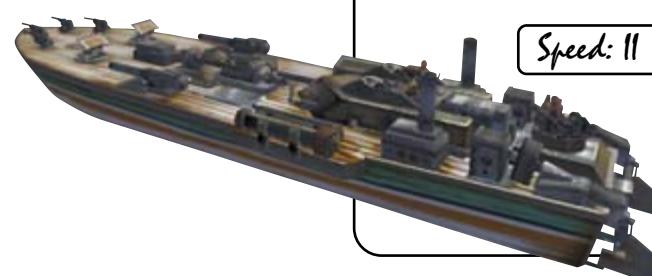
Weapons: II

Armor: II

Used in: Mission 19

Weapons: 4 Auto-cannons, 4
Torpedo launchers (homing),
1 Mine Launcher, 2 Rocket
Launchers**Seawolf**

This boat is unavailable in multiplayer.



Speed: II

Weapons: II

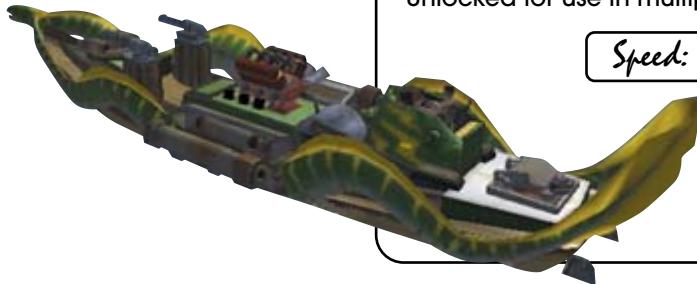
Armor: II

Used in: Mission 20, 21

Weapons: 4 Auto-cannons, 2
Fixed Cannons, 2 Torpedo
Launchers (homing),
2 Rocket Launchers

Eel**Eel**

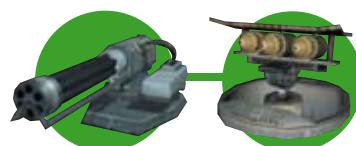
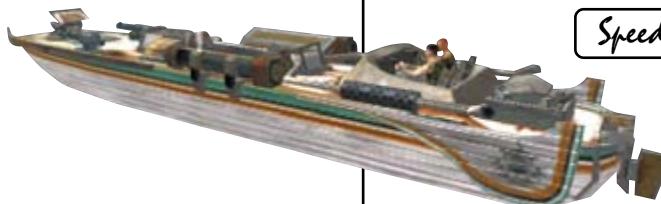
Unlocked for use in multiplayer by completing Mission 9 on Admiral difficulty setting.

Speed: II**Weapons: III****Armor: III****Used in: Mission 17**

Weapons: 2 Chain Guns, 2 Torpedo Launchers, 1 Stinger, 1 Mine Launcher

Gunboat**Fireshark**

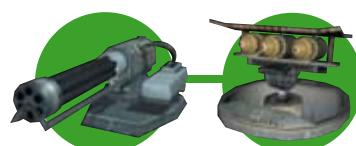
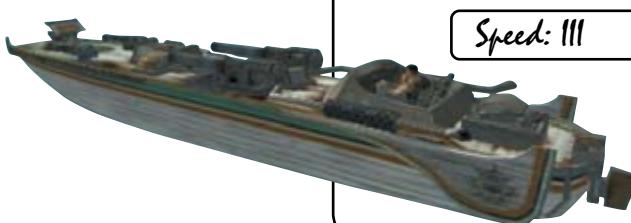
Unlocked for use in multiplayer by completing Mission 14 on Ensign difficulty setting.

Speed: III**Weapons: III****Armor: IIII****Used in: Mission 15**

Weapons: 2 Chain Guns, 2 Torpedo Launchers, 1 Rocket Launcher, 1 Mine Launcher

Gunshark

Unlocked for use in multiplayer by completing Mission 10 on Ensign difficulty setting.

Speed: III**Weapons: III****Armor: IIII****Used in: Mission 11, 12, 13**

2 Chain Guns, 2 Fixed Cannons, 1 Rocket Launcher, 1 Mine Launcher



Thundershark

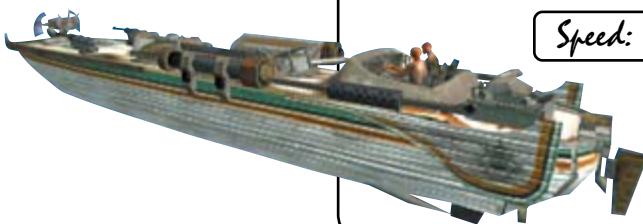
Unlocked for use in multiplayer by completing Mission 24 on Captain difficulty setting.

Speed: III

Weapons: II/II

Armor: II/II

Used in: Multiplayer



Weapons: 2 Auto Cannons, 2 Torpedo Launchers, 1 Wave Gun, 1 Mine Launcher

Tigershark

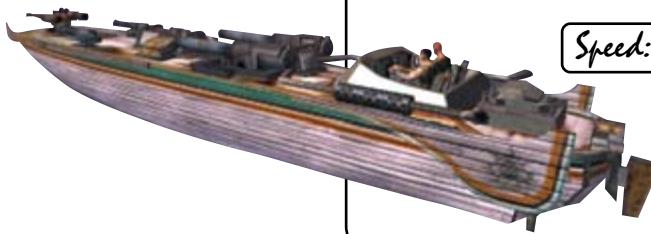
Unlocked for use in multiplayer by completing Mission 13 on Ensign difficulty setting.

Speed: III

Weapons: II/II

Armor: II/II

Used in: Mission 14



Weapons: 2 Chain Guns, 2 Fixed Cannons, 1 Stinger, 1 Mine Launcher

Hydroplane**Stiletto**

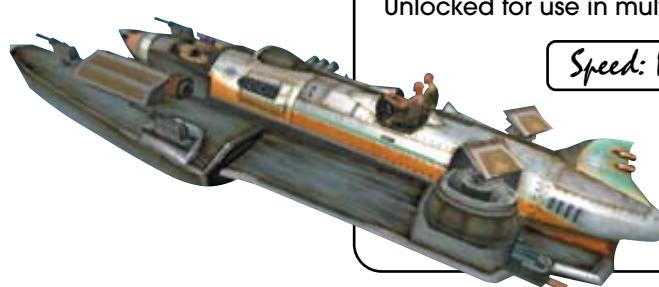
Unlocked for use in multiplayer by completing Mission 26 on Captain difficulty setting.

Speed: II/II/II

Weapons: II/II

Armor: II/II/II

Used in: Multiplayer



Weapons: 4 Auto-Cannons, 2 Torpedo Launchers (homing), 2 Rocket Launchers (homing), 1 Stinger

Switchblade

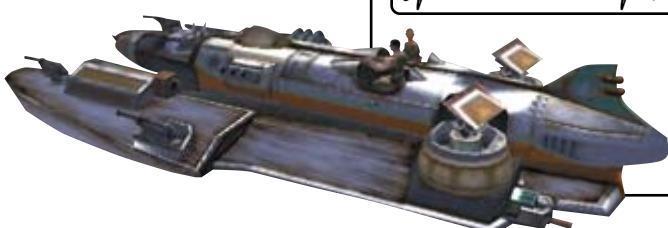
Unlocked for use in multiplayer by completing Mission 23 on Ensign difficulty setting.

Speed: II/II/II/II

Weapons: II/II

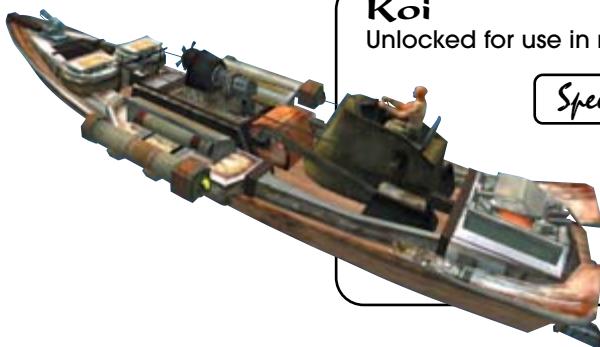
Armor: II/II/II

Used in: Mission 24, 25, 26, 27, 28



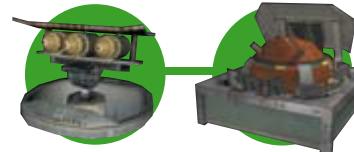
Weapons: 4 Auto-Cannons, 2 Torpedo Launchers (homing), 2 Rocket Launchers (homing), 1 Wave Gun

Large Sampan

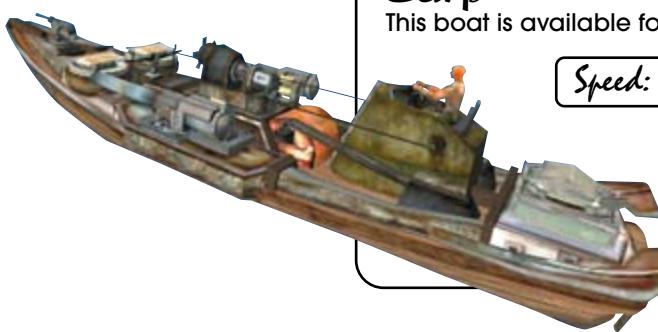
**Koi**

Unlocked for use in multiplayer by completing Mission 12 on Captain difficulty setting.

Speed: II Weapons: IIII Armor: II Used in: Multiplayer

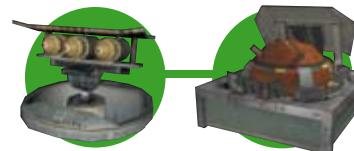


Weapons: 1 Chain Gun, 2 Torpedo Launchers (homing), 2 Rocket Launchers (homing), 1 Mine Launcher

**Carp**

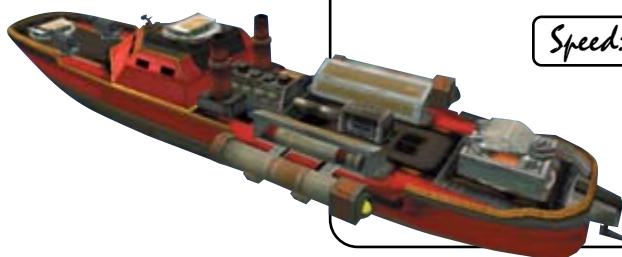
This boat is available for use in multiplayer.

Speed: II Weapons: IIII Armor: II Used in: Multiplayer



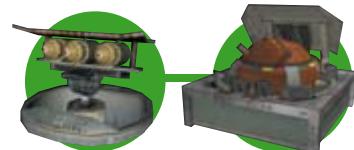
Weapons: 1 Auto-Cannon, 2 Fixed Cannons, 2 Rocket Launchers, 1 Mine Launcher

Patrol Boat

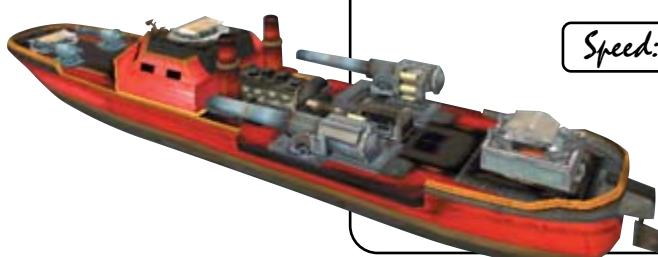
**Eagle**

Unlocked for use in multiplayer by completing Mission 17 on Captain difficulty setting.

Speed: I Weapons: IIII Armor: IIII Used in: Multiplayer

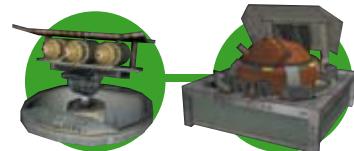


Weapons: 2 Auto-Cannons, 2 Torpedo Launchers, 2 Rocket Launchers, 1 Mine Launcher

**Osprey**

This boat is available for use in multiplayer.

Speed: I Weapons: IIII Armor: IIII Used in: Mission 18



Weapons: 2 Chain Guns, 2 Fixed Cannons, 1 Rocket Launcher, 1 Mine Launcher

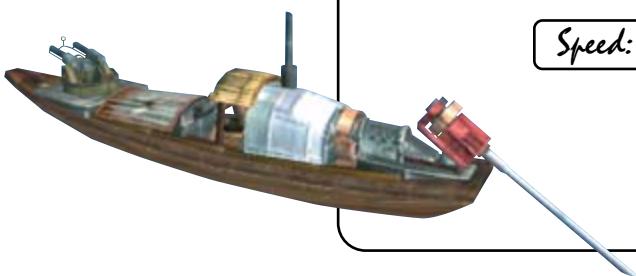


Sampan

Piranha

This boat is available for use in multiplayer.

Speed: 1 Weapons: 1 Armor: 1 Used in: Multiplayer

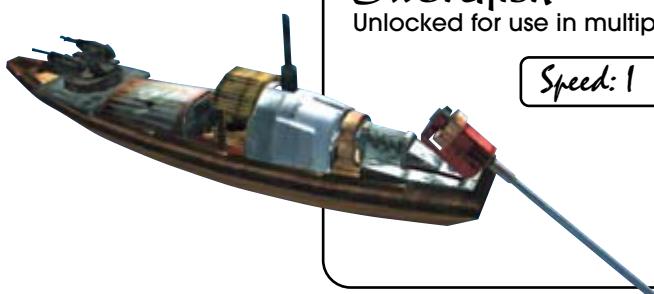


Weapons: 2 Chain Guns

Swordfish

Unlocked for use in multiplayer by completing Mission 3 on Captain difficulty setting.

Speed: 1 Weapons: 1 Armor: 1 Used in: Multiplayer

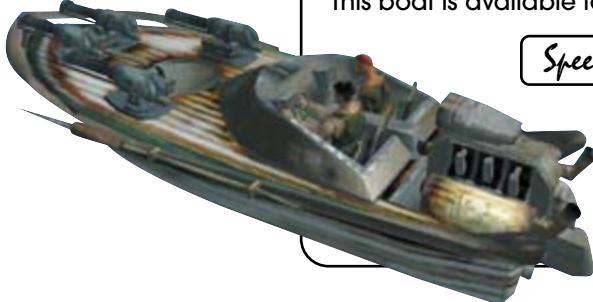


Weapons: 2 Auto-Cannons

Speed Boat

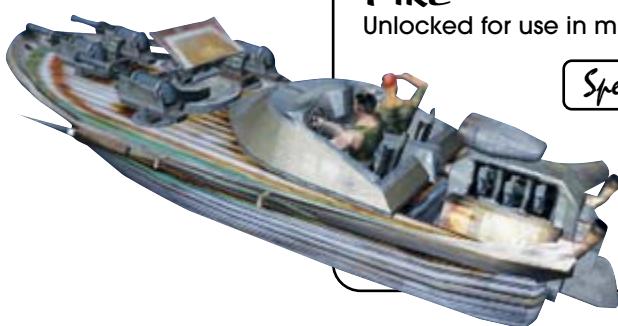
Barracuda

This boat is available for use in multiplayer.

**Speed: II****Weapons: I****Armor: II****Used in: Mission 1****Weapons: 4 Chain Guns**

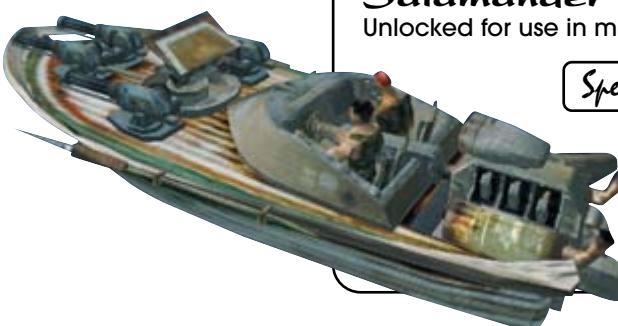
Lightning

Unlocked for use in multiplayer by completing Mission 15 on Ensign difficulty setting.

Speed: II**Weapons: II****Armor: II****Used in: Mission 16****Weapons: 4 Auto-Cannons,
1 Stinger**

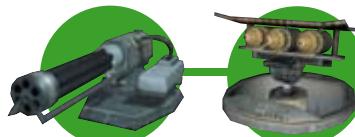
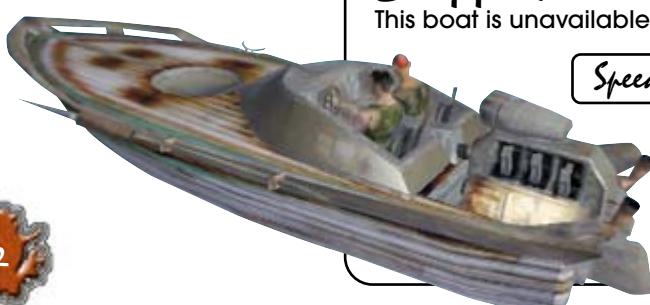
Pike

Unlocked for use in multiplayer by completing Mission 2 on Ensign difficulty setting.

Speed: II**Weapons: II****Armor: II****Used in: Mission 3****Weapons: 4 Auto-Cannons,
1 Rocket Launcher**

Salamander

Unlocked for use in multiplayer by completing Mission 1 on Ensign difficulty setting.

Speed: II**Weapons: II****Armor: II****Used in: Mission 2****Weapons: 4 Cain Guns,
1 Rocket Launcher**

Stripped

This boat is unavailable in multiplayer.

Speed: II**Weapons:****Armor: II****Used in: Mission 4****Weapons: None**

Torpedo Boat

Lancer

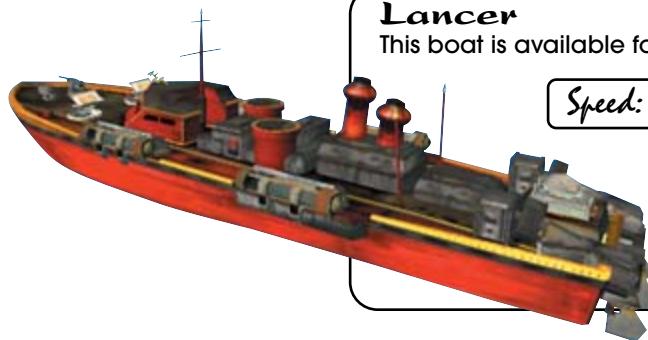
This boat is available for use in multiplayer.

Speed: 1

Weapons: 11111

Armor: 11111

Used in: Multiplayer



Weapons: 2 Auto-Cannons, 4 Torpedo Launchers, 2 Rocket Launchers, Mine Launcher

Spear

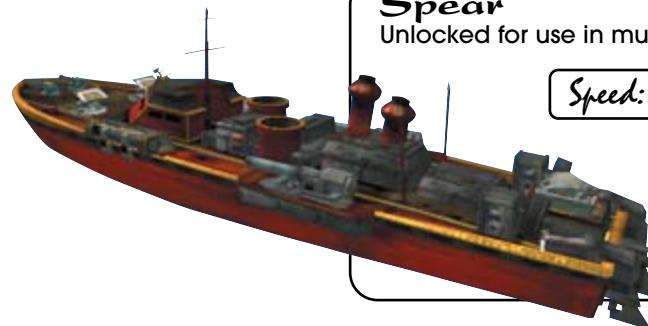
Unlocked for use in multiplayer by completing Mission 16 on Captain difficulty setting.

Speed: 1

Weapons: 11111

Armor: 11111

Used in: Multiplayer



Weapons: 2 Chain Guns, 2 Fixed Cannons, 2 Torpedo Launchers, 2 Rocket Launchers, Mine Launcher

Warlord Launch

Scimitar

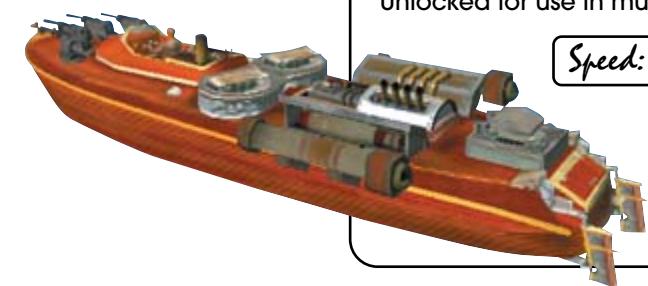
Unlocked for use in multiplayer by completing Mission 28 on Captain difficulty setting.

Speed: 11111

Weapons: 11111

Armor: 1111

Used in: Multiplayer



Weapons: 4 Auto-Cannons, 2 Torpedo Launchers (homing), 2 Rocket Launchers (homing), 1 Mine Launcher

Sword

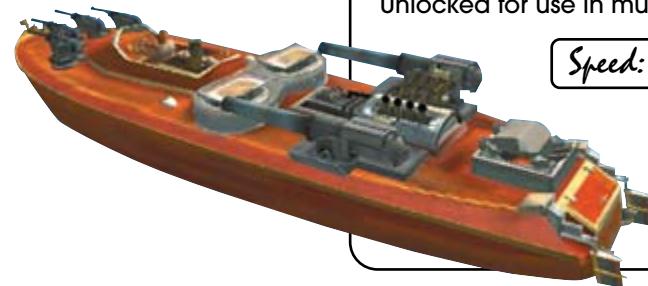
Unlocked for use in multiplayer by completing Mission 28 on Admiral difficulty setting.

Speed: 11111

Weapons: 11111

Armor: 1111

Used in: Multiplayer



Weapons: 4 Auto-Cannons, 2 Fixed Cannons, 2 Rocket Launchers (homing), 1 Mine Launcher

Weapons and Power-ups

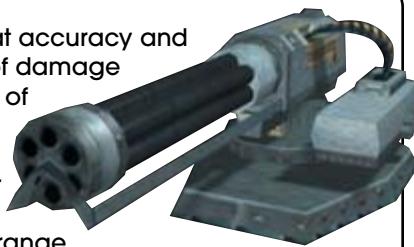
Weapons

Primary Weapons

Each boat has both primary and secondary weapons. Primary weapons have unlimited ammunition and act as your trusty basic weapon. They are controlled by your left trigger. Primary weapons have unlimited ammo, but can overheat. Fire them in five second bursts, then rest them for a second to avoid having them seize up at a crucial moment! If they do seize up, you will have to wait two to three seconds for them to cool off.

Chain Gun

Chain guns have great accuracy and put out a great deal of damage due to their rapid rate of fire. Chain gun range is 500 meters, but accuracy falls off after 150 meters. They are most deadly at close range, but are nonetheless effective against large targets, even at maximum range.



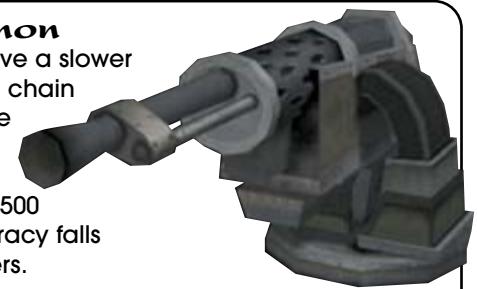
Range: 500 meters

Pros: Rapid fire; unlimited ammo; auto aiming

Cons: Overheat with extended use

Auto-Cannon

Auto-cannons have a slower rate of fire than a chain gun, but are more deadly. Similar to chain guns, auto cannon range is 500 meters, but accuracy falls off after 200 meters.



Range: 500 meters

Pros: Unlimited ammo; auto aiming; does greater damage than chain gun

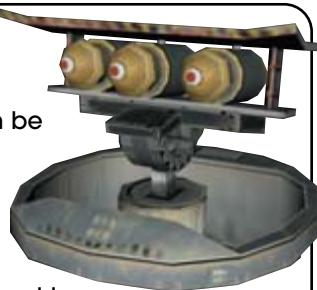
Cons: Overheats; does not pierce armor well

Secondary Weapons

Secondary weapons have limited ammo, but cause greater damage than primary weapons. Secondary weapon ammunition can be replenished with Re-arm power-ups dropped from destroyed ships.

Rocket Launcher

Rockets are a high-damage weapon that fire in groups of three. Well placed rockets can be the deciding factor in sticky situations. There are two types of this secondary weapon: dumb-fire and homing rockets. The dumb-fire rockets do not home in on a target, requiring you to lead your targets to be effective. Homing rockets are very forgiving, allowing you to fire the rockets without your aim being precise.



Dumb-Fire

Range: 400 meters

Pros: Great for stationary and land targets

Cons: Not a precision weapon at long distances

Homing

Range: 400 meters

Pros: More accurate than dumb-fire due to homing capabilities

Cons: Slow-moving, allowing enemies a chance to dodge

Fixed Cannon

These weapons are fast-moving, hard-hitting methods of destruction. They are precise and have a fast recovery time, allowing you to fire them faster than other secondary weapons.



On the downside, in rough waters, they often miss their targets due to the straight path they take through the air.

Range: 350 meters

Pros: Great for shore targets and ships in calm water

Cons: Rough waters make aiming difficult



Torpedo Launchers

Torpedoes cause a great amount of damage and have the longest range of the secondary weapons. Like the rockets, torpedoes come in both dumb-fire and homing. The dumb-fire require you to lead your targets and fire in a straight shot. The homing will chase after an enemy to some degree. Homing torpedoes hit more often from long distances than dumb-fire. Use these at a reasonably close range for best results. This way an enemy won't be able to move out of the way in time to avoid getting hit.

Dumb-Fire

Range: 500 meters

Pros: Cause great damage when they connect

Cons: Long reload time; difficult to connect against fast targets

Homing

Range: 500 meters

Pros: Targets dont need to be directly in front of you to connect

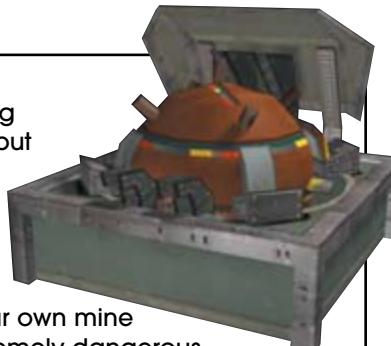
Cons: At long range, enemy has time to move out of harm's way



Mine

Mines are great for getting someone off of your tail, but can prove dangerous to yourself if you happen to run over your own mine.

Keep an eye out for where you drop these babies. Running over your own mine is embarrassing and extremely dangerous.



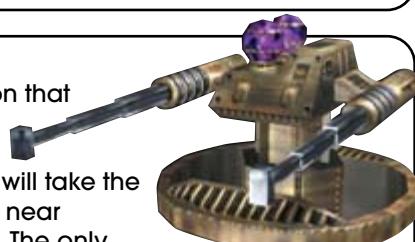
Range: N/A

Pros: High Damage; great for destroying following ships

Cons: Running over your own mines will cause great damage to yourself

Stinger

Revolutionary weapon that can create a high amount of electrical damage. The Stinger will take the best of ships down to near destruction in one hit. The only problem is the extremely short range of fire. Get in close before attempting to fire this weapon.



Range: 50 meters

Pros: High damage; great for close quarters and on charging ships

Cons: In order to use, you have to get very close to your enemy

Wave Gun

The Wave Gun is your best defense against oncoming torpedoes. One blast traveling through the water will detonate mines, keeping you safe from harm. Though this gives very little damage, it can pop a light boat out of the water, allowing you to then shoot it out of the sky with rockets.



Range: 150 meters

Pros: Great for destroying torpedoes and mines

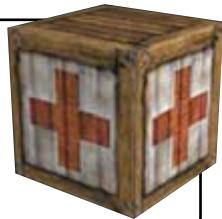
Cons: Inflicts low amount of damage

Power-ups

As you destroy ships they will leave behind crates floating in the water. These are Repair and Re-arm power-ups used to replenish your ammo and repair your ship. Pick these up whenever you come across them or are low on health and ammo.

Repair Power-up

Repair crates provide a set amount of health points. A single repair crate has a greater benefit for a small boat than a large boat. A badly damaged sampan is fully repaired with one crate, whereas a gunboat requires four or more.



Re-arm Power-up

Re-arm crates provide a set amount of secondary ammo for all secondary weapons on your boat. You get 4 torpedoes, 6 rockets, 2 mines, 16 cannon shells, 4 Stinger charges, and 6 Wave Gun charges.

Battle Mode Power-ups

The following power-ups are available in Battle Mode play only.



Firepower Power-up

Greatly increases the amount of damage you inflict.



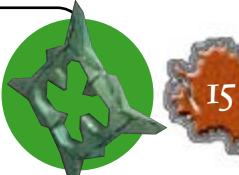
Speed Power-up

Increases the speed of your boat and weapons.



Shield Power-up

Makes you invulnerable for a short period of time.



Accuracy Power-up

Gives you homing capability for rocket and torpedo launchers, and improves the accuracy of your primary weapons.

Act 1: Baptism of Fire

A surprise attack on a routine patrol left your squadron as wreckage and you drifting alone in the Dragon Sea, uncertain of your fate. You were picked up by a pirate group named the Shadow Clan. Ped Zeng, the warlord of this fierce clan, gives you a chance to live, thanks to your former position as lieutenant in the Northern League. You must revive your name under your new employer. Like them or not, you owe your life to Ped Zeng and his clan.

Becoming a sea raider for the Shadow Clan gives you the opportunity to seek out the person who destroyed your squadron—your brother, Shao Lung. It was his flagship, the *Dragon*, and two others from within your outfit that you saw leave the scene of the attack. It is up to you to wreak vengeance on your brother by playing along with Ped Zeng and striking at Shao Lung when the time is right.



Mission 1: Fish in a Barrel

Time to prove your worth to Ped Zeng and his Shadow Clan. A Jade Kingdom merchant, Anom Pok, has hired some sampans to serve as extra protection from the Shadow Clan. It is your job to slap him in the face by sinking his new sampans. Gamal "the Knife," one of Zeng's top men, has doubts about your abilities and is calling your first mission "a test." Show him that your combat skills are unmatched at sea by carrying out the raid on Suei Pu Bay.

Mission Objective

Sink all Jade Kingdom sampans in the bay at Suei Pu island.

Boat Type: Barracuda

Boat Class: Speedboat

Speed: II Weapons: I Armor: II

Weapons:
4 Chain Guns



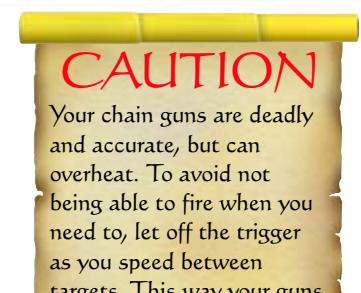
Act 1: Baptism of Fire



Stay behind Gamal as he leads the way into the bay, but don't worry about following too closely. Once you have a target in sight Gamal can be ignored as he leaves you on your own anyway. If you follow him off the map, your mission ends. Use your boost for an extra burst of speed to keep up with the lead boat as you head toward your targets. Once in the bay, check your radar for red dots that indicate the location of enemy craft. Time to put these chain guns to work.



Start on one side of the bay and work your way to the other, destroying the sampans docked along the way. After a red indicator appears above a target as you approach it, fire your chain guns. Thanks to the guns' deadly accuracy, the sampans will be destroyed by the time you reach the target.

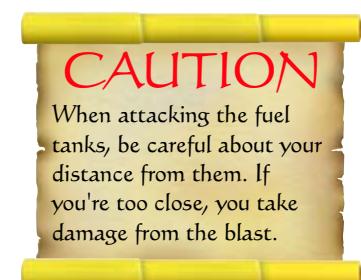


CAUTION

Your chain guns are deadly and accurate, but can overheat. To avoid not being able to fire when you need to, let off the trigger as you speed between targets. This way your guns are always ready for action.



Continue your destruction from dock to dock, gunning down the sampans you cross. Most sampans are docked, making them easy targets. However, some sampans will come after you, guns blazing. Move your attention to these sampans and fulfill their death wish. Taking out the sampans firing at you saves you from taking damage while destroying the docked ships.



CAUTION

When attacking the fuel tanks, be careful about your distance from them. If you're too close, you take damage from the blast.



To further discipline Anom Pok, destroy the land targets around the bay. These are indicated by yellow diamonds. You don't have to destroy the land targets in order to complete your mission, but why not go beyond the call of duty? Show your dominance and wipe the bay clean of all targets. That will please Ped Zeng.

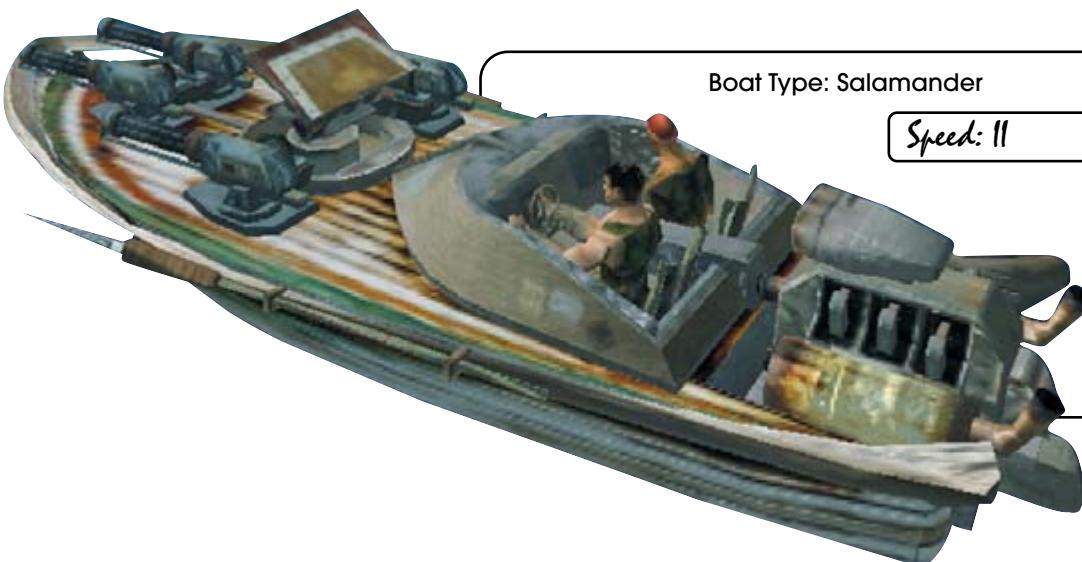
As you destroy the docked sampans, watch for a few more ships to join the party from the entrance of the bay. Send these intruders to a watery grave, then return to picking off any remaining docked sampans. After the bay is clear of sampans, your mission is over, proving that you might be an asset to Pen Zeng after all.



Use this mission for what it was intended: training. Take the time to learn the boat handling, notice the color of Gamal and enemy boats on the radar, and notice the waypoint indicator. Fish in a Barrel is meant to be an introduction to gameplay with a slow enough pace that you can become comfortable with your surroundings.



When fighting multiple enemies, avoid getting surrounded. Watch your radar and don't get caught in the middle between enemy boats. Work to position yourself so the enemy boats get in each other's way. In their zeal to sink you, they will accidentally hit each other!



Boat Type: Salamander

Boat Class: Speedboat

Speed: II

Weapons: II Armor: II

 Weapons: 4 Chain Guns,
1 Rocket Launcher

TIP

Instead of chasing boats, use your turbo and go to the left of the first island. When you clear it you'll be right beside them and have a much more gratifying close-up kill.



Head out of the bay to destroy the two targets ahead. Fire a set of rockets at the ships in the distance when the red triangle appears. These rockets won't chase after the boats, so lead your target, aiming your shots at where they will be, not where they are. When both ships are sinking, head out of the bay, keeping the coastline on your left.

TIP

Don't waste all your rockets trying to shoot down ships from a distance. Your chain guns have better accuracy. To make each of your rockets count, use them at a closer range so you can better judge where your enemy will be. Use them in combination with your chain guns, and no sampan will remain floating.



A couple of Jade Kingdom boats stand between you and your first objective point. Shoot them down and continue to the pick-up point for your first treasure box. As you near the first cove, check your radar to see the small fleet of Jade Kingdom ships awaiting your arrival. Unleash hell on the fragile sampans, focusing your fire on one ship at a time. Don't grab the treasure until the boats in the area are gone.



The treasure is at the end of the dock. Use the ramp on one side to slide across the dock, picking up the treasure. One down, three to go. Travel with the coastline on your left toward your next pick-up point. Keep an eye on your radar. There are Jade Kingdom ships in the waters ahead. Don't let them stand in the way of you and your mission. Sink them on sight.



Another small fleet of ships is huddled in the next treasure cove. It is all that stands between you and the second of four treasure chests. Clean this cove of enemy ships before grabbing the treasure chest. Be careful when attacking these ships in the cove. Due to the small area, it is easy for them to surround you, catching you in a crossfire. Retreat out of the cove and fire from a distance if you become low on health.

TIP
Remember where you leave unused Repair and Re-arm power-ups. You can retreat to them when you are low on either.



Two more treasures to collect. Continue along the coast until you are in the middle of another Jade Kingdom fleet of sampans. Circle the ships as you attack. This keeps you out of their gunfire and makes it easier to isolate your attack on one ship at a time. Use the way you entered as an escape route if you get in trouble and need to regroup. Collect the third treasure chest from the dock near the beach when you finish drowning the sampans.



You're about to encounter your first large sampan, a much larger and more heavily armed opponent. Heading straight for one of these large sampans risks great damage to your boat because of the sampan's heavy cannons. Take a wide approach and turbo to quickly get behind it. You're more maneuverable, so you should be able to stay on its tail. Destroy it quickly, though, because the rear turret gunner will not be ignoring you!

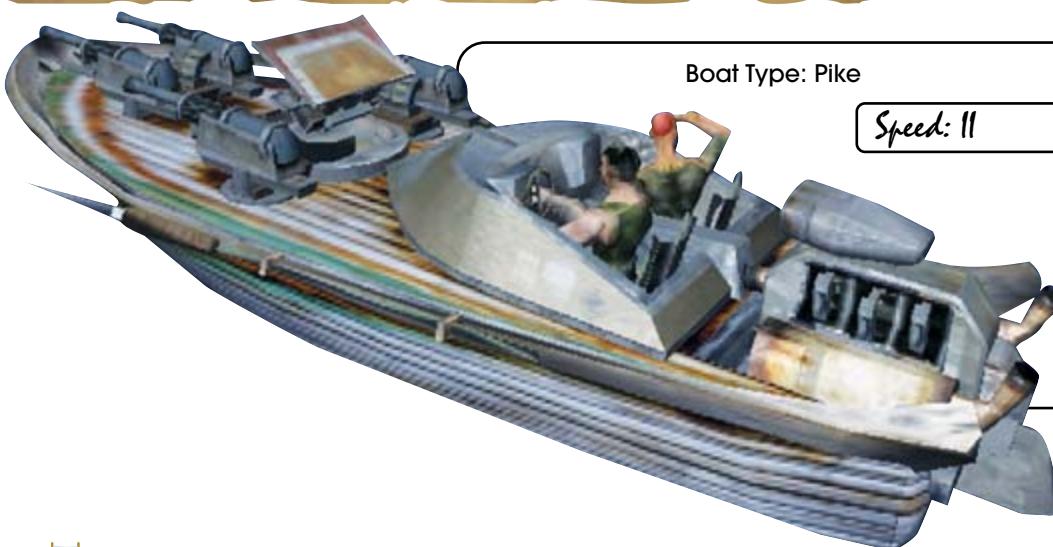


The final treasure is in the next cove, however it is guarded by two docked large sampans and a handful of regular sampans. As you enter the cove, you get the attention of the boats. Lead some of the ships out of the cove and out of the range of the docked large sampans. Retreat to the open sea and sink any followers. Destroy the small ships from the mouth of the cove as they come at you. Entering the cove leaves you open to getting hit by the hard-hitting guns of the large sampans.



With the little ships out of the way, turn your attention to the large ones. From the mouth of the cove, you are in range to use your rockets, yet far enough to keep the damage you receive to a minimum. Line up your rockets before unloading them into the docked ships. With well placed rockets and your chain guns blazing, the large sampans will soon be on the ocean floor. Collect your final treasure chest when the coast is clear. Another job well done, Shoa Kai.





Boat Type: Pike

Boat Class: Speedboat

Speed: II

Weapons: II Armor: II

 Weapons: 4 Auto-Cannons,
1 Rocket Launcher


Speed into the cove to meet your first wave of opposition. Fire a set of rockets into the ships as you circle to the right and pull up behind them. As you draw in behind them, let loose another set of rockets while pelting the ships with fire from your auto-cannons. The ships split, but stay behind them, focusing your fire on one at a time. When all have sunk, head for the back of the cove.



A large sampan comes out to protect the munitions cache. Foolish ship. Use your rockets to sink it quickly so you can start your destruction of the weapons cache. Large sampans inflict greater damage to your ship than their smaller relatives. Like with all ships, stay behind it so it can't hurt you with its heavy-hitting cannons.

Mission 3: Knife Fight

Achmed, your first mate, stole a war boat fully loaded with auto-cannons. He also made a plan to sneak into the cove at Red Crab island and blow up a Jade Kingdom munitions cache. You and Achmed can use this opportunity to prove yourselves to Ped Zeng and his grunts. However, the stakes are high. If you don't get this right, there is no going back.

Mission Objective

Destroy the Jade Kingdom munitions cache hidden at Red Crab island and sink all boats guarding it.



Now that the cove is clear of enemy vessels, take out the two munitions caches located on the beach at the back of the cove. A few shots from your auto-cannons or a single shot from your rockets explode the munitions targets. With both targets in mounds of rubble, go toward the cove entrance to get ready for an onslaught of enemy ships.



The easy part is out of the way, now you must make it out of the cove alive. Steer your boat near the beach, west of the cove entrance. From here you have a clear view of the boats as they enter the cove. As they do, open fire, drawing them toward you. Take on one or two boats at a time rather than the entire fleet. As the boats come at you, fire rockets to destroy them faster, so you never become overburdened.

TIP

Concentrate your fire on large sampans when they come into view. However, if you have a large number of rockets, using them to destroy the smaller boats may result in power-ups you can use to recharge for the attack on the large sampans.



This final fleet of Jade Kingdom boats will fully test your combat abilities. If you can hold out, you will walk away a hero. As you destroy ships, jet out to pick up power-ups when you are low on health and ammo. After doing so, return toward the beach to keep from getting pummeled out in the open. When you have sunk the last of the Jade Kingdom boats, you really are a hero.

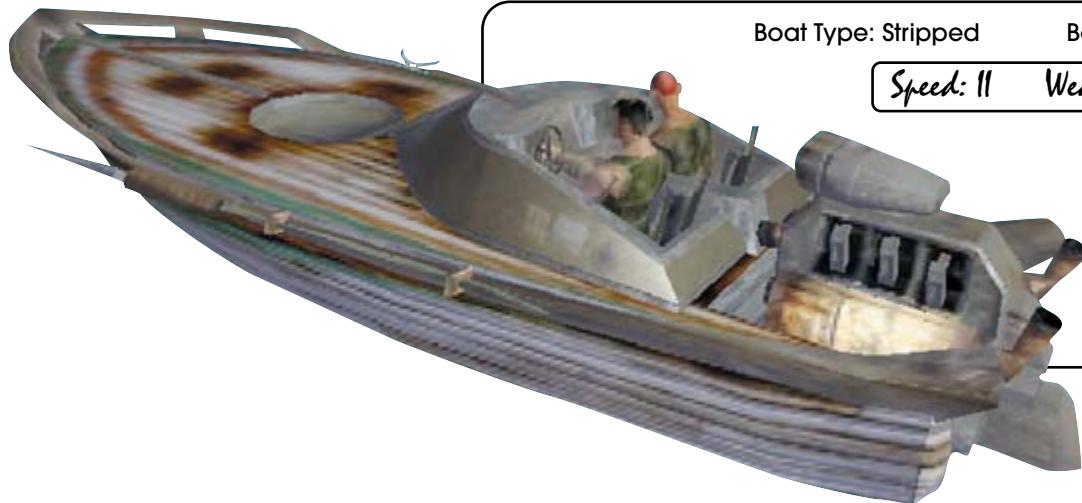


Mission 4: The Gauntlet

Your last few missions have won you Ped Zeng's respect, however he has one more challenge for you before you earn a place with the Shadow Clan. Circle Maghrib Island within a line of buoys before time expires. Ped Zeng makes this more challenging by putting his best men on the course to slow you down. This includes Gamal, the current record holder for the course. Ped Zeng has also stripped your boat of weapons. Good luck!

Mission Objective

Beat Gamal's best time running the gauntlet around Maghrib Island. Stay inside the line of buoys, use the jumps, and beware the harassing boats!



Boat Type: Stripped

Boat Class: Speedboat

Speed: 11 Weapons: None Armor: 11

Weapons: This boat has been stripped of its weapons.



TIP

Pick up the Repair Power-ups floating around the island as you come across them, but do not go out of your way for them. There are plenty of these crates lying in your direct path to keep you afloat.

Punch on the gas from the start and follow the track, keeping the buoys on your left. If you leave the buoys for more than a second, you will lose the race and must start over. As you round the first bend, stay close to the coastline to avoid swerving between the rocks. Ignore the boats past the rocks and jump off of a ramp around the next bend.



TIP

Use your boost on the straightaways. Boosting in corners causes you to lose control of your ship and sends you outside of the buoys.

Continue around the course, weaving between rocks and docks. Take tight turns around bends for a faster line through the course. When you come across a boat trying to ram you from ahead, swerve to one side, then toward the other while hitting your boost. This will be enough for the charging ship to commit to one direction while you boost by him from the other.

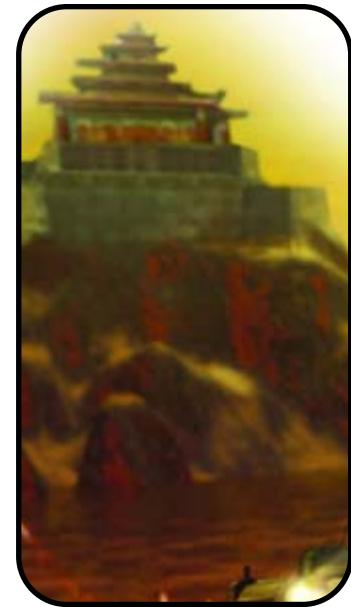


Take this corner tight to hit the ramp, sending you flying over the docks through which you'd otherwise have to weave. Follow the course through a set of rocks and over another series of ramps.

Ramps save you the time of going around docks. Use them to your advantage every time you come across them.



At the end of this straightaway is a ramp that boosts you over the beach and past obstacles in the water. This ramp is a great time saver, so use it. Cut corners whenever possible.



After making it through the last set of rocks, you are face-to-face with Gamal in the last straightaway. Head for him and use your juke technique to fly past him and into the finish. You have beaten his time and earned your spot in the Shadow Clan.



Act 2: A Pirate's Life!

Congratulations on beating Gamal's record. Unfortunately, there's no time to celebrate. Ped Zeng has good and bad news for you. The good news is, you made captain! The bad news is that your brother Lung has seized power from the Northern League. The bloody murders Lung committed at the Colonial Embassy are enough to make even Ped Zeng shudder. Lung considers himself Khan Grand Warlord of the new Iron Empire.

But that's not the worst of it. It is said that he has acquired the powerful Dragon's Claw, a magical weapon that can destroy a whole ship with one blast. That must have been what destroyed your squadron that fateful day.

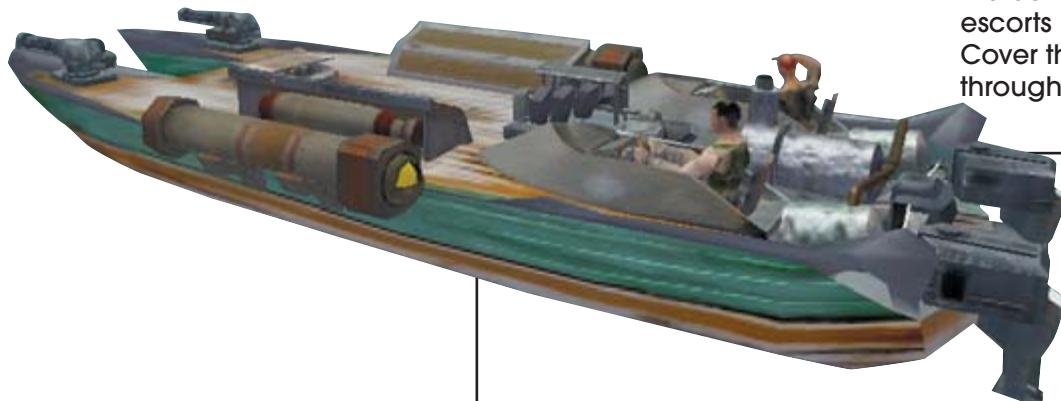
You're also getting a new boat, a catamaran. It's bigger and more heavily armed than the speedboats you've been driving. From what Lady Helen says, you'll need it. Lung's Iron Empire fleet is forcing Jade boats into Shadow Clan waters. These boats are easy plunder for now, but Lung will eventually turn on the Shadow Clan. Be prepared when that day comes—you have a major score to settle.

Mission 5: Rescue!

Jade Kingdom has taken three Shadow Clan trading junks hostage, and now they're on the move to port. This is the first time you face enemy war junks. These are heavy lumbering ships that are both tough and well armed. As with the large sampans, avoid head-on attacks because of the Gale-class's heavy cannons. Get behind them where their firepower is weakest and sink them as quickly as possible.

Mission Objective

Three of our junks were captured by Brana and must be rescued. Intercept the convoy and sink the enemy escorts before they reach Nagau. Cover the escape of our junks through the southern strait.



Speed: II

Weapons: II

Armor: III

Boat Type: Hellcat

Boat Class: Catamaran

Weapons: 2 Chain Guns,
1 Rocket Launcher,
2 Torpedoes



Head east to the convoy of junks. Attack when you see the enemy escort of sampans. Take out the two ships at the back of the convoy using your torpedoes. Like with rockets, lead your targets when using torpedoes.



Take out the remaining four boats in the escort. Watch out for the moving junks and rocks sticking out of the shallows. Running into these will cost you health.

CAUTION

Be careful when engaging the enemy around the junks' hulls. A stray torpedo can do a lot of damage to your friends, leaving them vulnerable to enemy attacks.



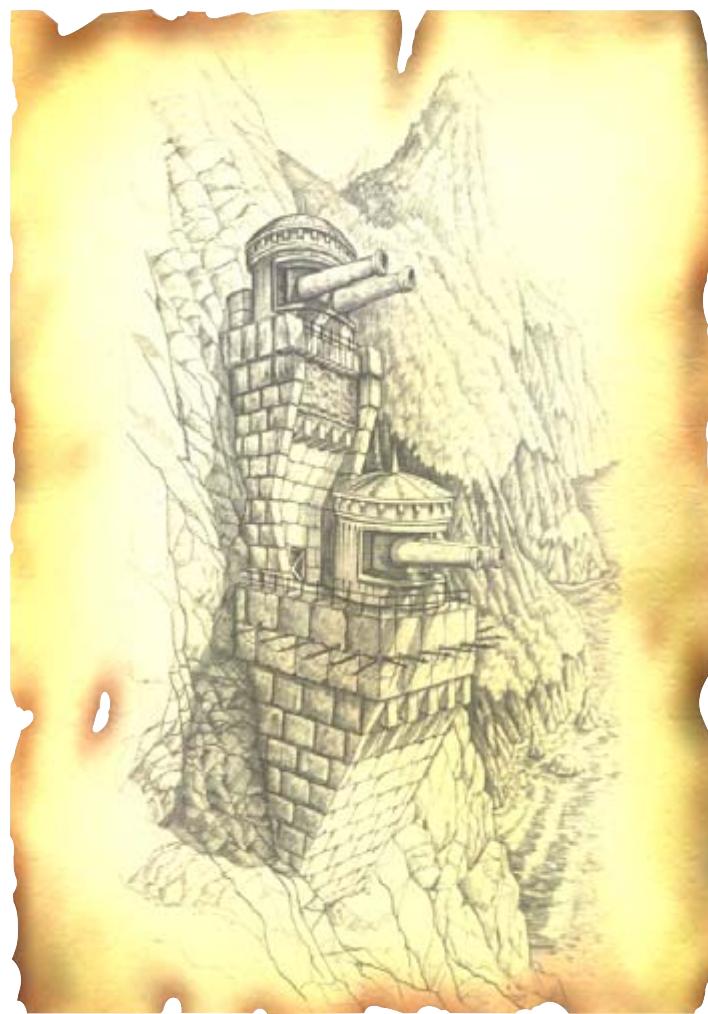
After you destroy the armed escort, the convoy is yours. Don't get too cozy though—reinforcements are on the way. Keep up with the front of the convoy to intercept the next group of attackers.

TIP

Your job is to protect the convoy, indicated by the green diamonds. Don't chase enemy boats and leave your friends defenseless. Keep your eye on your convoy's health bars to see if they're taking any damage. If you lose even one junk, you lose the mission.



Larger sampans join in the attack against the convoy of junks. A few extra torpedoes will take care of them. Continue to destroy any enemy boats that get in your way.



The lighthouse marks the entrance to the southern channel and the area the convoy needs to reach for safety. Opposition will be tough. Continue to punish your enemies with torpedoes and rockets as the junks make for the channel.



Fight off any enemies still trying to destroy the junks, then head for the channel yourself. As soon as you make it past the lighthouse, you're free.

TIP

You don't have to destroy all the enemy ships to complete this mission. Just get the convoy and yourself into the channel safely.

Mission 6: Protection Racket

Lady Helen was right about the Iron Fleet. They're raiding coastal villages in Shadow Clan territory and demanding tribute. Zeng needs your help since you know the most about Iron Fleet tactics.

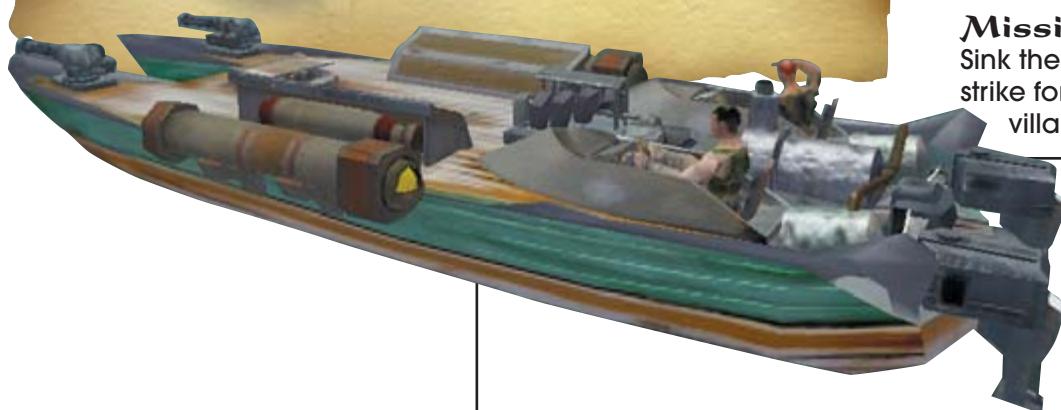
A local shaman has requested your visit at a village. Be careful—Ped Zeng warns that a dangerous boat, the Basilisk, is in the area and leading the raids. That was one of the boats that wiped out your men. This mission just got personal!

This is the first time you face Iron Empire forces, here represented by Osprey-class patrol boats and the Basilisk. The patrol boats are slower and weaker than you, but more heavily armed. They arrive in groups of four, and each wave has a pair dedicated to striking the shore targets, and another pair providing escort. The strike boats will seek to drive right past you, leaving the escorts to keep you off their tails. The Basilisk's ramming blades are its deadliest weapon; even though it has a mine launcher, it doesn't use it.

Mission Objective
Sink the Basilisk and the Iron Fleet strike force. Protect the friendly village and its boats.

Boat Type: Hellcat
Boat Class: Catamaran

Weapons: 2 Chain Guns,
1 Rocket Launcher,
2 Torpedoes



Speed: II

Weapons: II

Armor: III



There's a village in the distance that needs protection from the Iron Empire. The boats in the Iron Fleet are dangerous, but you have help from a friendly boat on this mission.



Don't head for the village yet. A group of enemy boats is arriving from the right. Use your turbo and engage the enemy with all the weapons in your arsenal, including your chain guns.

TIP

With multiple enemies, destroy one before moving on to another. Destroying an opponent means less weapons being fired at you and a chance to collect Repair or Re-arm power-ups.



TIP

This is the first mission where you have a friendly helping you out from the beginning. Be careful not to put a torpedo into it.

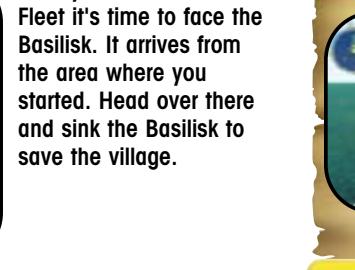
Don't get too cocky with your victory. Two more waves of enemies are heading toward you from the same direction as the first. Dispose of these boats like you did the others.

Prevent the boats moored near the village from taking too much damage. When their green health meters are depleted, they're toast. You won't lose the mission if they die, but you don't want to give the Iron Empire any victories do you?



C

After you defeat the Iron Fleet it's time to face the Basilisk. It arrives from the area where you started. Head over there and sink the Basilisk to save the village.



CAUTION

The Basilisk is a formidable opponent with deadly rockets. Don't attack the Basilisk head on; attack its side to stay clear of enemy fire. The Basilisk's strongest weapon is its ability to ram. It has large blades and spikes just for that purpose. To be successful beating the Basilisk, use your turbo to stay just out of ramming distance. Use **Ⓐ** to look around and keep an eye on its approach.

Mission 7: A Poke in the Eye

You trade your Helcat-class catamaran for a Guncat-class in this mission. This is your first opportunity to try out heavy cannons. Even at long range they're quite devastating, especially on smooth water. On rough seas, however, it can be very difficult to get a hit.

The Jade Kingdom has found the Shadow Clan's main base at Maghrib Island. Their ruler, Lord Brana, is sending an assault force to blockade the port.

Lord Zeng has ordered a sweep of the waters around the area. Clear the shipping lanes in the north, destroying every Jade Kingdom boat you see. Teach Lord Brana that it doesn't pay to invade Shadow Clan territory.

Mission Objective

Patrol the northern sector around Maghrib Island and sink any Jade Kingdom forces you encounter. Achmed knows the route.





Boat Type: Guncat
Boat Class: Catamaran

Weapons: 2 Auto-Cannons,
1 Rocket Launcher,
2 Fixed Cannons



Speed: II Weapons: II Armor: III



Your enemies appear dead ahead on the horizon. Use your turbo and attack. You should have no problem engaging these early sampans head on. Because of the range of the fixed cannons, you should always lead with these to soften up the enemy before they get too close and start maneuvering.

TIP

Your enemies attack in waves of three. Target the smaller boats first; they are easier to sink. This gives you more time to destroy the bigger, more durable ships.



Keep your auto-cannons blazing while you launch rockets. You have two powerful fixed cannons that can punch large holes in the hulls of your opponents. They don't have any tracking, and are tough to use in rougher waters, but they recharge fast. Fire these regularly.



Once you've sunk the first wave, collect Repair or Re-arm power-ups. Make a mental note of where and which power-ups remain so you can grab them later if you need them. Continue this technique after every wave of enemies.



Continue forward to engage the next wave of Jade Kingdom boats. Destroy them quickly, another wave is sailing in from the channel to the left.



Even before the blood in the water dissipates, more enemy boats approach. Destroy them and continue to follow the ocean channel between the islands. Destroy two more waves of Jade Kingdom boats and the water is almost clear of enemy scum.



At the end of the channel you'll experience the largest resistance yet. They are Monsoon-class war junks, and the first enemy you face that is armed with torpedoes. As long as you remain vigilant, torpedoes are easier to evade than cannon shots. To defeat these boats, use the same tactics you used against the Gales in Mission 5. Don't worry about their mine launchers, though, they're not operational!



Mission 8: Shakedown

It's time for a raid in Nagau Harbor. A strike on some munitions freighters right under Brana's nose should send a clear message. Go in after dark, using the delta for secrecy, and destroy the freighters.

Mission Objective

Infiltrate the Jade Kingdom port at Nagau and sink the two munitions freighters docked there before enemy reinforcements arrive. You must get out alive!



Boat Type: Guncat
Boat Class: Catamaran

Weapons: 2 Auto-Cannons,
1 Rocket Launcher,
2 Fixed Cannons



Speed: II Weapons: II Armor: III



Make your way for the delta and keep to the cliff wall on the right. Destroy enemy boats with your fixed cannons and rockets.



Follow the delta toward the harbor, but beware of land turrets that guard this area. When they're within range, fire your auto-cannons and fixed cannons at them. A few shots renders them harmless.

TIP

If you get lost among the small islands of the delta, simply head north. Any channel you take north will lead you to the harbor.

B



When you receive word that the freighters are moored at the northern piers, you're close. Continue to follow the land on the right. When you finally see the harbor, head to the left of the little island in front of you. Destroy the land turrets on the building in the harbor, as well as enemy boats patrolling the water close by.



With the land turrets on that island gone and the enemy boats sunk, make your way back to the safety of the delta. Pick up any power-ups you might have left behind, then head back into the harbor and shoot the turrets along the right wall. With these guns out of commission, blow up anything else firing at you.

TIP



After destroying the turrets on the right wall, shoot the moored boat at the docks for some power-ups. You'll need a lot of ammo to take out those freighters and a lot of health to get out of the harbor when the job is done.

C



Follow the back wall of the harbor and go under the stone arch. The first freighter you need to destroy is moored close by. Sink any opposition, then concentrate on the freighter. It has a strong hull so fire everything you have at it. By this time the freighters should be on the move—sink them fast.



When the first one's down you can move on to the second. It was moored on the other side of the pier, but is now sailing away. Fire your fixed cannons and rocket launcher to blow it up. With the freighters gone, high tail it out of there.

CAUTION

Don't let the second freighter get too far into the water. The farther it gets away, the closer it gets to the land turrets on the other side of the harbor.



Leave the same way you came, head south while hugging the edge of the delta on your left. There are a few boats waiting for you in the delta, so get ready for a fight. Deal with this scum just like you have in the past. Grab any power-ups you might have left behind on your way in.



You're almost in the clear. When you reach the open sea, you'll face a few more boats. Sink them, head for objective three, and you're safe. Congratulations on a successful mission!

TIP

You don't have to sink every enemy boat to complete this mission. Just get to your final objective. If you come under heavy enemy attack and are close to the final area, make a run for it.



Mission 9: Moving Day

Brana sent war junks into Maghrib Bay. Time for a hasty exit. Shadow Clan cargo junks are already being loaded with munitions and acquisitions for transport to the Shadow Clan's fortress on Kerang Island.

Ped Zeng is leading the counterattack against Brana's fleet. You're in charge of getting the convoy to safety. Rendezvous in the Sundered Straits. Your brother has put a price on your head and his lieutenant, the Eel, has taken the assignment. Get him before he gets you.

Mission Objective

Escort a convoy of Shadow Clan cargo junks to our new home base at Kerang Island. Sink any enemy forces encountered, and watch out for the Eel squadron!



Boat Type: Hellcat

Boat Class: Catamaran

Weapons: 2 Chain Guns,
1 Rocket Launcher,
2 Torpedoes



Speed: II

Weapons: II

Armor: III



At least four of your six junks must make it to safety. Use your turbo to get to the front and greet your attackers. Launch torpedoes and rockets to dispose of your enemies one at a time.



When the first wave is sunk, move to the back of the convoy and destroy your pursuer. Make it quick, then get back to the front of your junks to meet another wave of enemies.

TIP

Pay special attention to the Koi-class large sampans. They are the greatest threat to the junks. Prevent them from launching rocket attacks on the junks.

TIP

Don't be lured into chasing too far out after the small sampans. They will flee whenever you attack them, leaving their larger cousins to do the heavy damage.

TIP

Don't leave your friends undefended by chasing enemy boats away from the convoy. Keep your targets set on the junks attacking the convoy.



TIP

If you notice one of the junks in your convoy taking a lot of damage, give it extra protection. Make sure none of your enemies get close enough to sink it.

CAUTION

The Eels are your most fearsome opponent yet. In addition to their torpedo launchers, they are armed with the devastatingly effective Stinger. Whatever you do, don't let them point their nose at you at close range, or you'll receive a very nasty shock! Finish them off quickly, and beware of their mine launcher if you attack from the rear.



As you approach Kerang Island, you will see the signs of a battle. The allied boats that preceded you have come to an untimely end. Gather the salvage of Repair and Re-arm crates and prepare for the attack of the Eel squadron!



Go through the opening in the right wall, careful of the Eels that await. Go after the boat closest to you. A few well-placed rockets and torpedoes and they're toast! After you sink one, go after the other. When both Eel boats are gone, the convoy is safe.

TIP

Use the green health bars on each junk to monitor their status.





Speed: II

Weapons: II

Armor: III

Boat Type: Hellcat

Boat Class: Catamaran

Weapons: 2 Chain Guns,
1 Rocket Launcher,
2 Torpedoes

It's off to Sea Dog Island for you. Aim your Catamaran straight ahead and push on the gas pedal. You encounter four well-armed enemy boats (two waves of two) on your way. These are tough opponents, so avoid their torpedoes and attack their sides. When they're gone, continue toward the island.



Make your way through the channel leading to the bay at the center. More resistance awaits you there: two more waves of two boats. Dispose of them and continue to the center.



B
At the center of the little bay is an islet with a shack. Salleh paddles his boat out of hiding to give you a shiny talisman. He says Lady Helen will know the significance of it. Then he says to be careful on your way home. What does that mean?



Ride over the dock to collect the talisman and leave the same way you came in. You soon find out just what Salleh meant. Two enemy boats greet you on your way back to the open sea. Sink them and continue on your way.



It gets a lot harder once you reach open waters. A Jade Kingdom Strike Force is heading for your base. Better put a damper on their plans. Take out wave after wave of enemy boats as you approach Kerang Island.

TIP

These Strike Force boats are formidable opponents. Steer toward them, firing your rockets and torpedoes when they get into range. Turbo out of the path of any incoming enemy fire. Once out of the way, cut back toward the boat and attack its side. This is the safest way to attack.

TIP

The more enemies you destroy, the more power-ups are dropped. If you are running low on health or ammo remember to backtrack and grab any Repair or Re-arm power-ups you might have left behind.



Bigger boats attack when you get closer to Kerang. These big boats are slow, so turbo up to them to avoid rocket fire. Unleash your torpedoes up close to blow them up.



When you get to Kerang Island your friends are already engaging the enemy. Help them quickly before they get wiped out. Take out the smaller boats first and then concentrate on sinking the larger ones. When all the enemy boats are sunk, your base is safe.



Act 3: Storm Season

The Shadow Clan is officially at War! The Lord of the Jade Kingdom has sent hundreds of war junks and sampans into Clan waters. You can thank your brother Shao Lung Kahn for that. He needs gold from the opium trade to support his new empire. He's invaded the supply route in the Jade Kingdom. Sri Brana will deal with him soon enough, but first he has to deal with a pesky annoyance...you. You've broken off his first attack, but there will be more.

Meanwhile, Lady Helen has some important information about your parents and the talismans. Your mother was heir to nobility and entrusted with a mystic relic piece for the Shield of Five Souls. The Shield protects its owner from evil. It is made from five talismans, each with the image of a sacred power. You have two pieces of the shield: one from your mother and the second from the Shaman. Your brother knows that the shield is the only thing that can deflect the Dragon's Claw. That's why he murdered your mother long ago and is now trying to kill you, too. You must complete the shield so you can defeat Lung.



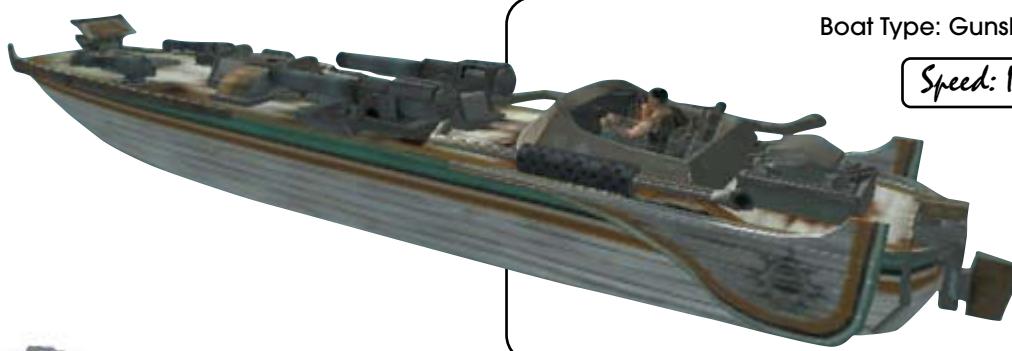
Mission 11: Blockade!

Finally, you get to use a Gunshark: Mine launcher and all. And it's fast enough to get you out of the trouble you're about to get into. Ped Zeng wants you to blockade Brana's naval base at Nagau.

He sent his top admiral to rebuild their defenses and lay minefields in the harbor. The minefields may keep you out, but they also keep them in. Bottle them up since the harbor entrance is the only way out. Take the flank and don't let anyone in or out. Sink any boats that approach. Teach the Jade Kingdom how the Shadow Clan wages war!

Mission Objective

Enforce our blockade at Port Nagau and prevent the escape of a Jade Kingdom flotilla, particularly a royal junk. Sink any enemy forces that interfere.



Boat Type: Gunshark

Boat Class: Gunboat

Speed: III

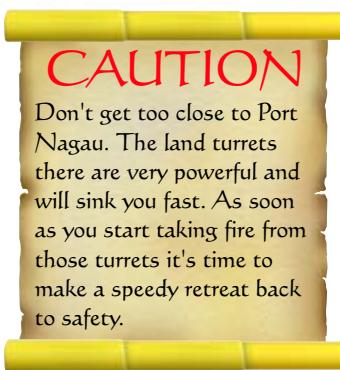
Weapons: IIII Armor: IIII

Weapons:
2 Chain Guns,
1 Rocket Launcher,
1 Mine
Launcher,
2 Fixed Cannons





The harbor with the Jade Kingdom flotilla is straight ahead. Their boats make a break for it and come right at you. Head forward slowly and drop a few mines along the way in the center of the waterway. Mines stay in the water where you left them until somebody hits them causing massive damage. Just don't let that somebody be you.



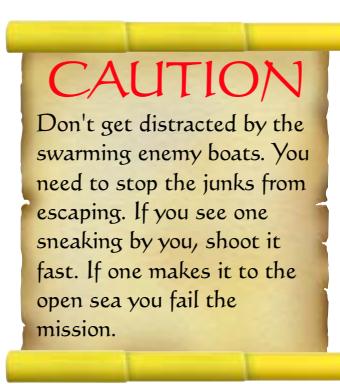
Looks like they forgot about the mines they already dropped. Shoot the damaged sampans first, then go after any boats that made it through unscathed. After the initial push out of the harbor, the enemy boats should have cleared the way of mines. Now the only thing stopping them from safety is you.

TIP

Drop a lot of mines in the center of the waterway from the harbor. The war junks like to sail through this area and a few mine blasts will severely weaken their hulls. Just be sure to remember where you dropped the mines so you don't go over them!



Some large and heavily armed junks are leaving the harbor. Drop mines in their path, then punish them with your fixed cannons and rockets. Stay to their sides to avoid their fire. Don't forget about the smaller sampans running around as well. Two shots from your fixed cannon is all it takes to sink them.



Keep an eye on the open sea. Reinforcements show up in the form of Eel boats. Attack the boat to the far right. This way you can attack one without being swarmed right away. Sink them one at a time with your cannons and rockets. Stay out of their line of fire or you might take a jolt from their Stingers.



As you fight the Eel boats a royal junk makes a break for it. A few weapon hits and it's history along with the Admiral.



Finish off any opposition that is still in the area. Find and sink any enemy boats. When you sink the last opponent's boat, you have successfully enforced the blockade.

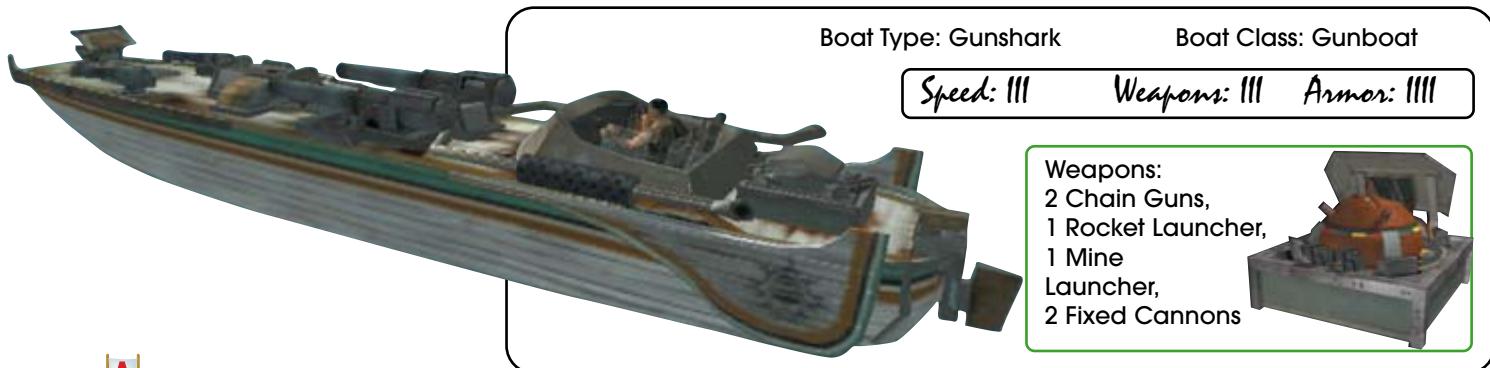


Mission 12: Steel Wind

You've made Lord Zeng very happy. Sinking the Admiral's ship was a nice victory. But your brother is still the key. Most of Brana's forces are engaging the Iron Fleet at Black Moon. The Nagau naval base is wide open for the moment. You need to destroy as much of the base as you can, especially the harbor fortifications. Sink all opposition on the water and maybe Lord Brana will think twice about picking a fight with the Shadow Clan.

Mission Objective

Strike Port Nagau to destroy the harbor facilities and fuel storage tanks. Sink any enemy boats that interfere.



You start in the waters outside the Port of Nagau. Before you get a chance to enter the harbor a small force of war junks and large sampans approach. Take out the junks first and then the sampans. Fire your cannons and rockets at their sides to disable them.

CAUTION

Avoid staying in front of the war junks for too long or you'll get struck by torpedoes. Avoid staying behind them because they drop mines. Keep to their sides and you should be just fine.



After you've dealt with the opposition on the water it's time to take out the land turrets with your cannons. Your friends should already be helping in the attack. Destroy the turrets on the entrance to Nagau then hit the ones on the island just inside the harbor.



When you've destroyed the land turrets in the immediate area you can focus your attention on enemy boats. Keep to the left of the harbor and near the entrance of the port to avoid enemy fire from the far end. Use the island in the harbor for cover.



Watch for more enemies approaching from outside the harbor. Don't let them punish your backside when you're not looking. Sink them then destroy the turrets on the other island. Destroy any more boats still in the area.



Looks like a royal junk was left behind. Should you leave it alone? Nah, sink it! Bombard it with rockets and use your cannons to put holes in its sides. Watch out for its rockets because they can do a lot of damage.



Two more pesky land turrets guard the back of the harbor. Two or three shots from your fixed cannons combined with your chain guns should put a stop to them. When they blow up the harbor is yours.



You're not done yet though. There are a few more targets on the docks. Fire at them to see a large explosion. That must have been an ammunition stash. Lord Brana is sure to be displeased. You've done your job well.





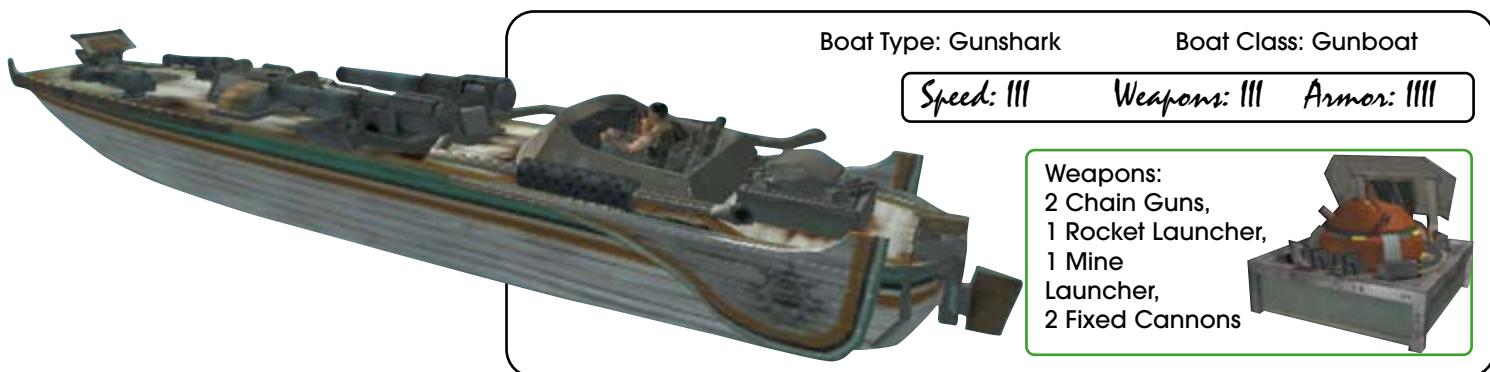
Mission 13: Sampan Surprise

Your ships were just secured at Kerang Island when the alarm sounded. Lord Zeng gathered the troops on the dock to inform everyone that your attack on Nagau must have hit a nerve with Lord Brana. He's attacking with a horde of Sampans.

Unfortunately most of the Shadow Clan's boats are out on raids to the west leaving only a handful of boats for defense. Are you going to let Brana take over the port? Hell no! That's your home. Show Brana what it means to deal with even just a handful of Shadow Clan opponents.

Mission Objective

A Jade Kingdom strike force is attacking our Kerang Island base. It is vital that you protect our junks and fuel tanks.



Brana's forces are attacking the port! Get beyond the barrier to start your attack on the sampans and war junks. As you go, drop a few mines along the center of the waterway to surprise a few enemy boats that might make it past you. But remember where you dropped them!



It's a good thing you have a little help on this mission. Shadow Clan boats and land turrets will add some firepower to your arsenal. But they can't do everything. Eventually they'll all die and the weight of this attack will land solely on your shoulders.

TIP

You have to be very mobile for this mission. You can't stay in one place for too long. Move from the docks, to outside the harbor, and then back again destroying enemy ships as you go. Continue to drop mines in heavily traversed areas to add to your attack.



The attacking enemy sampans are loaded with explosives! Brana is pulling out all the stops on this mission. Destroy those boats before they get near you. One or two shots from your fixed cannon should sink them quick.

B



Besides protecting yourself, you need to protect the ships and fuel tanks at your dock. They can take a few blasts from the sampans, but only a few. Too many hits and they sink. It's a priority to blast any enemy boats that get too close.

C



Royal junks show up and join the attack with the sampans and war junks. Give them the same welcome. Move in close to their hulls to avoid the rocket fire and hit their sides with your weapons. A few hits from your cannons and rockets should send them to the bottom of the sea.

TIP

Don't get too distracted with the bigger enemies. The explosive sampans could slip by you and destroy the boats at the dock. Alternate your attacks. Sink one of the bigger boats then return to the harbor to clear out those destructive sampans.

TIP



Head back to the base if you fall behind the curve health-wise.



The swarm of enemies seems endless. Continue to protect the piers and continue to move around the area. When the last attacking boat is destroyed you've successfully fended off Brana's powerful force.

TIP

Some of the explosive sampans are more interested in sinking you than they are the docked boats, so keep on the lookout for any trying to chase you down. To defeat them, turbo out of the way and as they pursue, look behind you, wait until they line up directly behind, drop a mine, and watch the fun. Make liberal use of the camera controls ⌂ to make sure you don't get rammed by surprise.



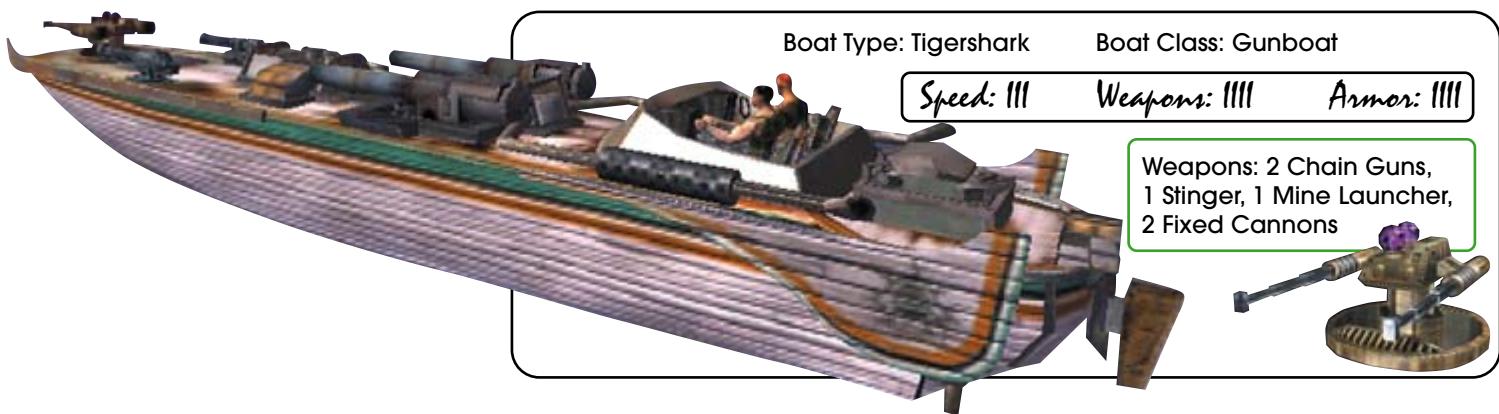


Mission 14: Up the Nagau

Lord Zeng has ordered an attack on the Jade Kingdom's main munitions depot up the Nagau River. The depot is heavily protected and nearly impossible to penetrate. Lady Helen has also requested that you pick up the third piece of the Shield of Five Souls from a temple up the river from your target. The future of the clan is in your hands, Kai.

Mission Objective

Fight your way up the Nagau River to destroy two Jade Kingdom munitions depots. Pick up the third piece of the Shield of Five Souls from the temple.



Start up the river, following your partner ship until you come across your first fleet of Jade Kingdom ships. Your ship is equipped with cannons and the newly finished Stinger. The Stinger is used at close range, so use your cannons until you are close enough to serve a devastating blow with your Stinger.

TIP

Use your cannons for the majority of attacks. They have a long range and cause a great deal of damage. Reserve using your Stinger for large ships that get close enough to you for a hit. Most ships on the river attack you from straight ahead, making it easy to fire cannons at them. If they live through your cannons and chain guns long enough to get in range of your Stinger, zap away.





Farther up the river, you come across land turrets. Destroy these from a distance with your chain guns and cannons as you cross their paths. Jade Kingdom ships will be close to the turrets, so take them out fast, enabling you to concentrate on sinking ships without getting pummeled by turrets.



Turn into the small opening by this island and destroy a land turret and enemy ship hidden here. This allows you to circle into the main stream to launch a surprise attack on Jade Kingdom ships making their way down the river.



Stay in the main stream of the river, destroying the boats you pass until you reach a large opening near the end of the river. Occasionally check your radar to see if any ships are creeping up behind you and your partner. If so, take a moment to chase them down and sink them. This prevents them from coming up behind you while you are in battle with the ships ahead.



Jade Kingdom boats give you resistance as you enter open water at the end of the river. In this cove are land turrets protecting the munitions storages, as well as a fleet of ships. Take out the land turrets on the island ahead, then turn to engage in a battle with a series of ships approaching from the east.



On the back side of the island is a dock with a couple of ships waiting for you. Use your cannons on them. With these ships out of your way, you can start to take out two munitions storages located east and south of the cove. The munitions storages are marked on your radar with yellow circles. Destroy the east target first, then continue to the munitions storage to the south.



Watch for a few more ships as you sail to the munitions storage on the south side of the cove. Don't let the ships stand in your way of completing your mission. Destroy the munitions storage when you have rid the area of ships. You can now quest for the third piece of the Shield of Five Souls.



Head east from the south munitions storage to enter the last stretch of the Nagau River. As you reach the bend, there are a couple of land turrets. Silence their shooting with a few shots from your cannons. More opposition lies around the bend. Get ready, Kai.



Jade Kingdom Eels come into view as you face the sunken temple. The Eels come straight at you, sending torpedoes in your direction. Fire cannon shots as they rush, moving to avoid torpedoes. A shot from your Stinger speeds things along after they come within range. There is a final Eel waiting for the Shadow Clan treatment at the back of the temple.

CAUTION

Watch for Eels to drop mines as you get within close range.



Great job on those Eels, Shoa Kai. You are a skilled and courageous member of the Shadow Clan. Get that third piece of the Shield of Five Souls and get out of here. Line up with the shield piece from the back of the temple and hit the boost.

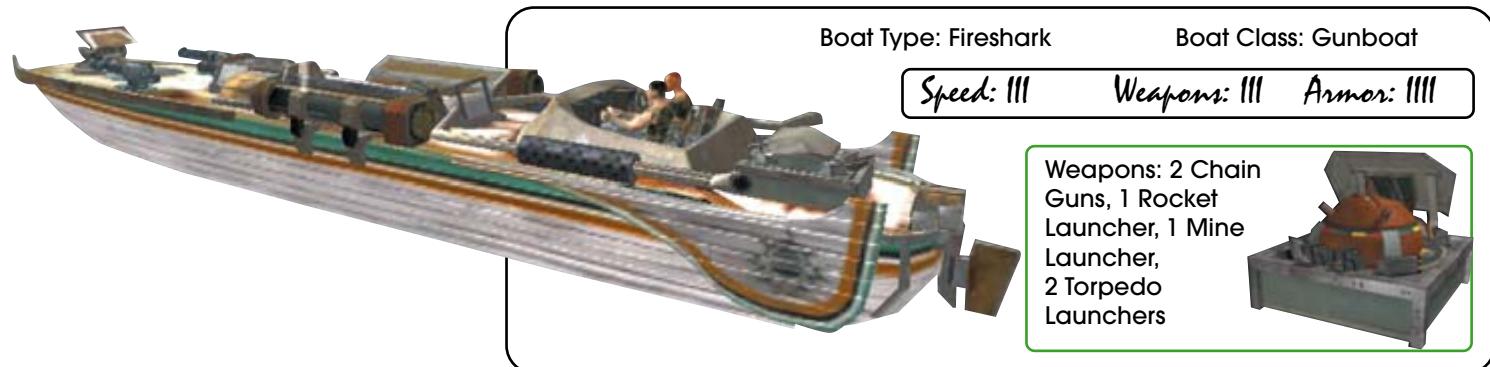


Mission 15: A friend in Need

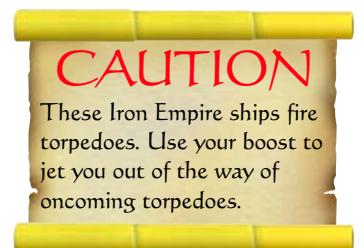
Congratulations, Shoa Kai. Lord Brana has requested a peace conference with Lady Helen at a neutral monastery located at Talon Rock. Though this is a peaceful mission, you will escort Lady Helen due to inside information indicating that Lung is sending one of his torpedo boats, the Octopus, to stop the treaty. "Octopus" sound familiar? It was one of the ships that helped Lung destroy your fleet with the Northern League. It's payback time!

Mission Objective

Escort Lady Helen's war junk to a diplomatic rendezvous with Lord Brana and bring it back safely to Kerang Island. Sink any enemy boats that get in your way.



Your job is to protect Lady Helen's junk from whatever may try and stop the peace negotiations. Speed out in front of her convoy to intercept the first fleet of ships to attempt to stop the junk. Return to your position in front of the pack when you have destroyed the first wave of Iron Empire ships.





Get ready for another wave of ships as you near a set of islands. Sink this wave in the same fashion as the one before. Make sure that the ships stay clear of Lady Helen's junk. If one makes it to her junk, quickly come to her aid and push back the attacking ship. A third wave of Iron Empire ships will attack you as you draw near the monastery. Again, show your superior combat skills by extinguishing their attack.

You've gotten Lady Helen to Talon Rock where the negotiations will take place. There is time for you to collect power-ups in the area before the party crashers come storming in. Get ready, here they come!

The Iron Empire ships will come from all directions, making it difficult to destroy ships coming in from one direction before moving toward other ships. Instead, only worry about forcing ships out of the circle of rocks surrounding the ships of Lady Helen and Lord Brana. This keeps ships from getting too close to the ships you are protecting by forcing them to retreat back for another approach. As they retreat, use your torpedoes and rockets to help destroy them so they don't come back for another pass.



As Iron Empire ships start dropping off your radar, look to the northeast for a blinking red dot. This dot on your radar is the Octopus. As soon as it appears, rush out toward it to start on its destruction. Remember, this is a torpedo boat, so avoid rushing straight at it. Take a wide approach and swing around to its rear. The Octopus will aim straight for Lady Helen and Lord Brana, meaning you are free to unload on the back of the ship. Throw everything you have at it until the ship makes its way to the bottom of the sea. You've saved the day again, Kai. A peace has been arranged thanks to your help.

TIP

Listen for Achmed to inform you of the ships in trouble. If he screams that Lady Helen's junk or Lord Brana are in trouble, rush to their aid, pushing back their attackers.



Act 4: Enemy of My Enemy

Ironic, isn't it? The Shadow Clan has spent the last months attacking the Jade Kingdom's ships and now Lord Brana is thanking you for saving his ships. A treaty with the Jade Kingdom means that the real war is about to begin. Now you can concentrate your efforts on taking down your dastardly brother, Shao Lung. With the Jade Kingdom by its side, the Shadow Clan can now take the fight to Lung.

To shut down Lung, you'll have to close the opium routes and cut off Lung's gold. No gold, no fleet. You'll start with the port city of Black Moon. It is rumored that the fourth piece of the Shield of Five Souls is hidden there. If you can get your hands on it, you'll be one step closer to vengeance.



Mission 16: Dash and Grab

Lord Brana of the Jade Kingdom has ordered you to retrieve the royal jewels stashed away at the port of Black Moon. The port is occupied by Iron Empire forces so it won't be easy to retrieve the royal jewels, which will be used to fund your offensive.

Mission Objective

Recover at least three of Brana's treasure crates from the Jade Kingdom port at Black Moon Bay, currently occupied by Iron Empire forces.



Boat Type: Lightning

Boat Class: Speedboat

Speed: II Weapons: II Armor: II

Weapons:
4 Auto-Cannons,
1 Stinger





Take advantage of the new alliance and allow Brana's men to distract the enemy. Head northeast through the islands to enter the delta. While the delta terrain provides good cover from most of Lung's forces, you'll still have to fend off a few patrol boats along the way. However, because of the limited space in this delta, you'll never encounter more than a few boats at a time. Isolate and destroy them.



The path of least resistance is through this strait. The eastern strait is full of mines while the western strait is full of patrol boats. Speed through here for a quick and easy path.

TIP

Your only secondary weapon here is the Stinger. Its range is limited so bring your enemies close and quickly dispatch them.



As you near Black Moon Bay, you meet more resistance. This time, it's in the form of land turrets. There are two ways to handle them: fire your auto-cannon at them from a distance or charge in close and use your Stinger. The former is slower but safer and the latter is faster and riskier; take your pick.

CAUTION

Not the patient type? By all means, charge! If you can get close enough to them, your Stinger can destroy those turrets much faster than your auto-cannons can. But be warned, charging is risky. Don't be surprised if there are more turrets than you expected or enemy patrol boats nearby.



Easy on the throttle, tiger. Those things floating in the water are mines. They're strategically placed at choke points throughout the delta, but if you took the route through point B on the map, this is the first place you see them. Use your auto-cannons to clear a path.

CAUTION

Keep your distance when shooting mines. The blast radius damages your boat if you're too close.

TIP

Shooting mines with auto-cannons is tricky business. If you're too close and are firing over the mines, slam it into reverse to lower the bow while you are firing. Also remember that you don't need to destroy them all, just enough of them to get through.



This is where it starts to get tough. Land turrets abound and are relentless. Once past this point, remain close to the cliffs on your right to stay out of range of many of the turrets.



Continue along the edge of the shoreline, finding relatively safe coves and shooting any land turrets within range of your auto-cannons. While this is a tedious process, rushing through to grab the treasure will only get you killed.

CAUTION

There are a few patrol boats roaming around Black Moon Bay. Lure them to an open area that has already been cleared of land turrets and open fire.



Eventually, you'll reach the treasure. There are six treasure chests containing the royal jewels spaced around Black Moon Bay. Luckily for you, you only need to retrieve three of them. Collect the first three you come across along with any Power-ups you find along the way.



That's it, Kai. Now get the heck outta here. Retrace your steps through the delta. You'll meet with some opposition but nothing you can't handle. With the royal jewels in your hands, you can better fund your offensive against Lung.



Mission 17: Hurricane of Fire

Alarms are sounding around Kerang. Lady Helen informs you that an Iron Fleet flotilla is heading toward our base. With all the munitions on the docks, the whole place could blow. That's not the only problem; all of the Shadow Clan's boats are out at sea. Luckily for us, we have the Jade Kingdom's Eel fleet at our disposal.

Furthermore, the timing of this attack is uncanny. There's only one way the Iron Empire would know to strike now. Could there be a traitor among us?

Mission Objective

Defend our Kerang Island base from an Iron Fleet strike force. Protect the fuel tanks and munitions on the docks.



Boat Type: Eel

Boat Class: Eel

Speed: II Weapons: IIII Armor: III

Weapons: 2 Chain Guns, 1 Mine Launcher, 1 Stinger, 2 Torpedo Launchers



You've got your work cut out for you, Kai. To get a head start, move out of the bay to meet your aggressors. Destroy the smaller patrol boats first with one shot from your Stinger and a few shots from your chain gun.

TIP

Charge an oncoming patrol boat at an angle, avoiding its torpedoes while still allowing you to use gunfire. Have your Stinger armed and as soon as the red diamond over the patrol boat turns into a triangle, fire the Stinger. If that doesn't destroy it, shoot chain gun blasts into it and voila! You've made boat-toast.



TIP

The torpedo boats' priority targets are the munitions on shore. The patrol boats' priority target is you. Destroy as many patrol boats as you can before turning to the torpedo boats.



After you've destroyed a couple of patrol boats, return to the bay to attack the larger torpedo boats. Torpedo boats have tougher armor and require more hits to sink. Luckily for you, they're slower than the patrol boats. Unload plenty of torpedoes and Stinger fire to sink these monsters.



Divide your attention between the torpedo boats and the patrol boats. Since the patrol boats are easier to sink than the torpedo boats, make them your priority. Clear out the immediate area of patrol boats and you're in a better position to take on the tougher torpedo boats.

Use your own powerful torpedoes to destroy the torpedo boats. While you wait for your torpedoes to reload, shoot a couple of Stinger shots at it, and keep pounding away with your chain gun.



TIP

You're not alone in this fight, Kai. There are ally boats to help you out and powerful land turrets protect the port. When you see an enemy ship being fired upon, you can either join in to speed things up or turn to another possible threat in the area.



If you find yourself bombarded by fire from all around, retreat behind these rock formations. The rocks block enemy fire while allowing you to safely return fire.



If you've been efficient in sinking your attackers, there'll be a nice pause in the fight to allow you to pick up some Repair and Re-arm boxes. The last wave of attackers is feeble and easily destroyed. Destroy all of the intruders and you save Kerang.



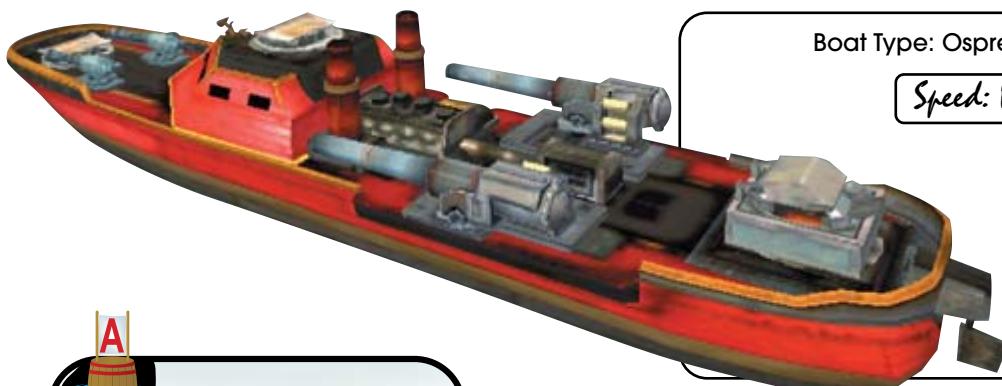


Mission 18: Wolf in Dragon's Clothing

If Lord Brana is the traitor, he's hiding it well. Lady Helen has just informed the clan that Lung Khan is sending troops and cargo transports into Black Moon Bay. They'll be coming through the Emerald Straits with light escorts; perfect for an ambush. Use the newly captured patrol boat to sneak up on them.

Mission Objective

Using a captured Iron Fleet patrol boat to gain surprise, sink an Iron Empire convoy as it passes through the Emerald Straits. Sink the escorts and any reinforcements.



Boat Type: Osprey

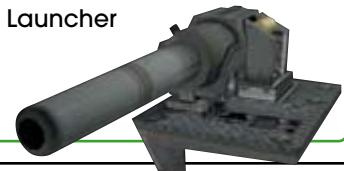
Boat Class: Patrol Boat

Speed: 1

Weapons: III

Armor: III

Weapons: 2 Chain Guns, 2 Cannons, 2 Rocket Launchers, 1 Mine Launcher



Listen to Achmed carefully as you start the mission. If you approach the enemy ships with your guns blazing, you won't stand a chance. You're in disguise, so make use of it. Speed on by the first two ships you come across like everything's just fine. You're after the freighters, not these piddly patrol boats.

TIP

Enemy ships won't attack you as long as you don't attack them. The instant you fire on one of their ships, the fight is on.



TIP

For an efficient attack while behind an unsuspecting escort, start with a double shot of your rockets. Follow it up with a double shot of your cannon. Don't forget the chain guns.



The first freighter you come across as you continue south is accompanied by three escorts. Instead of recklessly opening fire on them, use your disguise to your advantage. Without firing a shot, position yourself behind the last escort in the wave of boats. Once positioned, let loose with everything you've got.



Make the most of your element of surprise by destroying as many escorts as you can before they turn around and return fire. The freighter doesn't attack, so save it until the escorts are gone. After the escorts are gone, simply follow the freighter and pummel it with fire until it sinks.

Continuing south, the second freighter comes with a few more escorts. Again, don't draw attention to yourself until you're behind the last escort. If you're not behind the last escort, you leave your back open to attack. Destroy all of the escorts before chasing down the freighter.

TIP

Since you're in the middle of the open sea, there aren't many places to use as cover when fighting a bunch of enemy boats. What's the next best thing? Use the freighter. It's large, slow, and blocks gunfire.



Destroy the third freighter and its escorts the same way. With the increasing number of escorts, things get tough. After the third freighter is sunk, continue south to meet the last two freighters.



With even more escorts to deal with, this last wave of ships is tough. Use the freighters for cover and target the smaller patrol boats first, as they are the easiest to sink. Circle around the freighters and drop a few mines to rid yourself of any pursuers. After the last two freighters are at the bottom of the sea, your mission is complete.





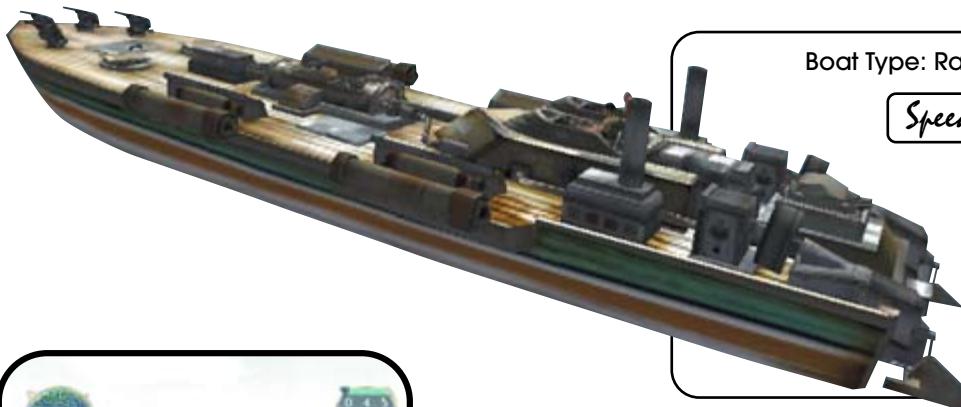
Mission 19: Assault on Black Moon

The success of your last mission has put Ped Zeng in a good mood. He has rewarded you with your most powerful ship yet, the Razorback torpedo boat. This ship is loaded with auto-cannons, rockets, torpedoes and mines. Enough to make Achmed giddy as a schoolgirl.

It won't be long before you get to put your new ship into use. Lord Brana wants his port at Black Moon Bay back, so the Shadow Clan is going to get it for him. You will escort three war junks carrying Brana's royal marines into Black Moon Bay. Clear the path for them by destroying Lung's coastal defenses. Let the bloodshed begin.

Mission Objective

Clear Iron Empire forces from the harbor at Black Moon Bay and escort the Jade Kingdom troop transports to the river gates.



Boat Type: Razorback

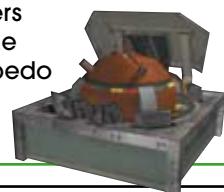
Boat Class: Devil Boat

Speed: II

Weapons: !!!!!

Armor: !!!!!

Weapons: 4 Auto-Cannons, 2 Rocket Launchers (homing), 1 Mine Launcher, 4 Torpedo Launchers (homing)

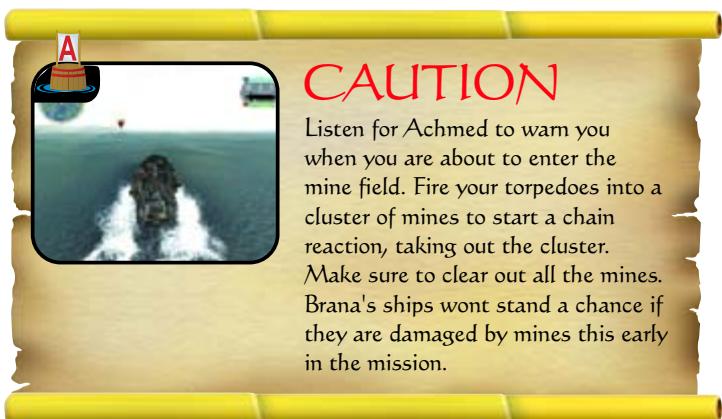


Clearing a path for Brana's marines isn't going to be easy. It is a good thing Zeng gave you a boat loaded with artillery. As you start, immediately attack the land turrets ahead. Use your homing rockets on land turrets to clear them out faster. They can do a lot of

damage to Brana's junks if they are allowed to repeatedly fire. Clear them out as soon as they come within firing range.



Watch for Iron Empire ships to try and stop you from wrecking their coastal defenses. Like any other ship, attack them with speed and precision as soon as they come into view. Keep a close eye on the water to see incoming torpedoes. Remember your ship is not nearly as fast as ships of the past, so you will have to react sooner to enemy fire.



CAUTION

Listen for Achmed to warn you when you are about to enter the mine field. Fire your torpedoes into a cluster of mines to start a chain reaction, taking out the cluster. Make sure to clear out all the mines. Brana's ships won't stand a chance if they are damaged by mines this early in the mission.



Land turrets cover the shores on both sides of the water. Keep using your homing rockets in conjunction with your auto-cannons to continue clearing the path for Brana's marines. As ships enter the fight, dispose of them with your torpedoes. This may be difficult to do when turrets are firing at you, so get the turrets out of the way as quickly as possible, starting from the instant they appear as a target.

The bay is filled with more land turrets and Iron Empire ships, but the main threat here is a large battleship protecting the river gates. Clear out the turrets and small ships from the entrance of the bay before venturing deeper into the bay to reveal the stationary battleship positioned there. Once the ship comes into view, start unloading torpedoes into its side. The ship won't move, so you can rest assured that your torpedoes will connect. Stay just within torpedo range of the ship until it is destroyed.



TIP

You can still complete the mission if you lose a junk to Iron Empire forces. However, losing any more than one ship will result in mission failure.

After sinking the large battleship, head in closer to the river gates to destroy the land turrets stationed there. These are the last of the turrets that pose a threat to your mission. Dispatch them as you did the others. If all went well, the troops will arrive as you destroy the final turrets, completing your mission. Way to go, Kai. You have taken back Black Moon Bay.



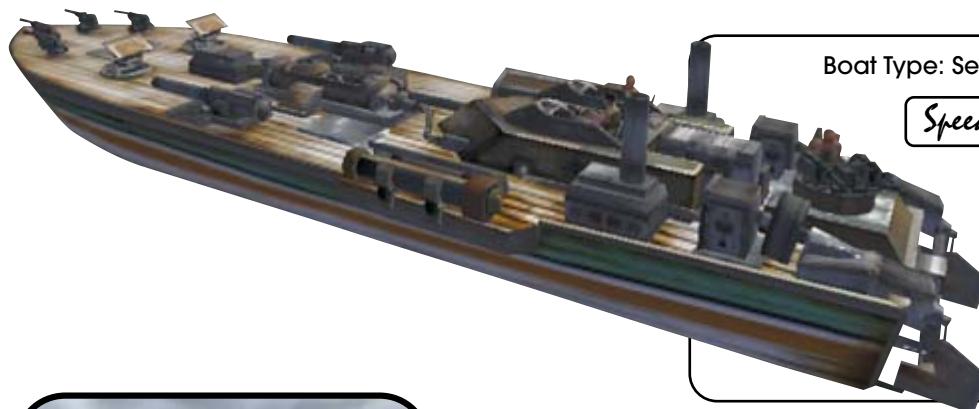


Mission 20: Red Sun, Black Moon

After a brutal assault at Black Moon Bay, Lord Brana informs you of bad news. It seems, despite all efforts, Lung still controls the inner waterways, and his fleet is closing in. Brana doesn't think his men can hold the port. Talk about a man with no optimism. Zeng thinks it best to let Lung have the port, but not before you skate up river and take the fourth piece of the Shield of Five Souls from a sunken temple. Brana finds this absurd and doesn't believe you'll make it out before Lung arrives with his prize ship, the Dragon. Only one way to find out!

Mission Objective

Fight your way up the Black River to the temple and pick up the fourth piece of the Shield of Five Souls. You must escape back out of the delta before Lung's fleet arrives.



Boat Type: Seawolf

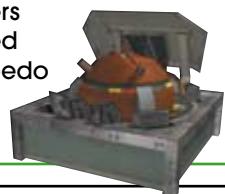
Boat Class: Devil Boat

Speed: 1

Weapons: 11111

Armor: 11111

Weapons: 4 Auto-Cannons, 2 Rocket Launchers (homing), 2 Fixed Cannons, 2 Torpedo Launchers (homing)



Taking the fourth piece of the shield is going to be rough, but if anyone can do it, Kai, it's you. Take out the land turret targeted ahead as you start your mission. There is another waiting to be destroyed on the opposite side of the bridge. Use your rockets to aid in taking out the turrets quickly.



There are two ships waiting for you to cross under the bridge. Don't give them the satisfaction of waltzing into their trap. Post up before the bridge and unload on the ship pacing back and forth in your view. This will get the other ships' attention and allow you to destroy both ships comfortably without getting caught in a nasty crossfire. When the coast is clear, press on.



When you near a set of rocks protruding out of the water, Achmed will inform you to keep it slow and steady. This is good advice. Keep a slow pace as you near the choke point leading to another opening in the river. The opening is home to a couple of land turrets and a fleet of enemy ships. Rushing into the opening will cause you some grief, so slowly make your way forward, attacking one obstacle at a time. If you happen to bite off more than you can chew, retreat back to regroup and make another approach.

TIP

Time does not matter on the way into the sunken temple. Shoot your targets from a safe distance whenever possible. This may be time consuming, but is safer than rushing into an area with land turrets and numerous ships.



Three ships are ready to attack in the next opening. Like before, you can take out these ships without entering the opening from a safe distance. Show them the effectiveness of your cannons until it is clear to enter the opening. Once inside, look for more land turrets and a few more enemy ships to stand in your way. Clear out this opening, taking out the turrets from a safe distance before going after the ships in the distance.



You are close now. The last opening contains the sunken temple and the fourth piece of the shield. However, this cove is well protected. Use the same method to enter the cove as you have the other openings. Start your assault from the choke point, slowly pushing forward, one target at a time. If you find yourself overburdened, return to the previous opening to create distance between you and your enemy, then retry your attack.



This cove is difficult to overtake due to the number of turrets positioned around the temple and the few ships that patrol here. The ships can be taken out from the entrance to the cove, allowing you to assault the turrets with a few quick blasts from your cannons. Make your way to the back of the cove when it is clear.



Line up with the shield piece before boosting up the ramp to snag it out of the sky. Well, you got what you came for, but this is far from over. You must now make it out of the river alive. Head back toward the bridge where you started the level, stopping only to sink the few ships that have entered the river to stop you from escaping.



Take out one last ship as you cross under the bridge. Now comes the hard part—getting past the Dragon. There are too many ships littered throughout the harbor to even consider fighting your way out. You are going to have to make a run for it.

TIP

Be sure to have full boost when entering the harbor to make your escape. Don't give Lung's men the pleasure of a slow moving target.



Here goes nothing. Use a portion of your boost to speed toward Lung's Dragon. As you near it, line up to skim right along the side of the massive ship. By staying close, you decrease the chance of getting hit by its mighty firepower. It's down to the final stretch. Cross your fingers and slam on the boost. With all the parts of the Shield of Five Souls, it's time for revenge. Look out Lung Khan!

TIP

When making a run through the final harbor, stay left and you should find a number of health crates waiting to top you up in case the Dragon strikes.

TIP

To win the mission, you just have to get past the Dragon. Stop fighting and boost your way out of there already.

Act 5: Facing the Dragon

You've retrieved the fourth talisman and closed off Shao Lung Khan's opium routes, depriving him of gold. But at what price? Lung used the Dragon's Claw to destroy Black Moon Bay's harbor. Even Gamal and his hydroplane are missing.



Clear a path for your vessels to pass unharmed. Boost north, ahead of your fleet, to catch the first wave of attackers. The faster you sink your enemies, the less damage your ships will take. Use your homing torpedoes and rockets effectively.

Boat Type: Seewolf

Boat Class: Devil Boat

Speed: II

Weapons: IIIII

Armor: IIIII

Weapons: 4 Auto-Cannons,
2 Rocket Launchers (homing),
2 Cannons, 2 Torpedo
Launchers (homing)



CAUTION

Use your boost sparingly; you'll need some for avoiding oncoming torpedoes and rockets.



TIP

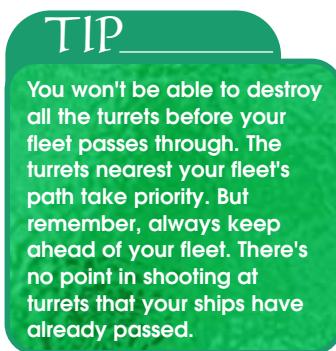
Remember that the Eel boat draws some of the fire away from you and your cargo ships.



As you approach the strait, a heavily-armored enemy destroyer awaits. Destroy it using all of your secondary weapons. Luckily, the behemoth is practically stationary.



After the destroyer's gone, proceed into the strait. The fight's not over until you exit on the north side. The strait is riddled with land turrets along the cliff sides; keep ahead of your fleet and destroy the turrets using rockets or cannons.



TIP

You won't be able to destroy all the turrets before your fleet passes through. The turrets nearest your fleet's path take priority. But remember, always keep ahead of your fleet. There's no point in shooting at turrets that your ships have already passed.



Patrol and torpedo boats also litter the strait. Shoot at any enemy boats or turrets as they are targeted. Any damage that they take is good in the long run.



Now that you've made it through the strait, you're home free. If you lost three or less junks in the process, don't fret.





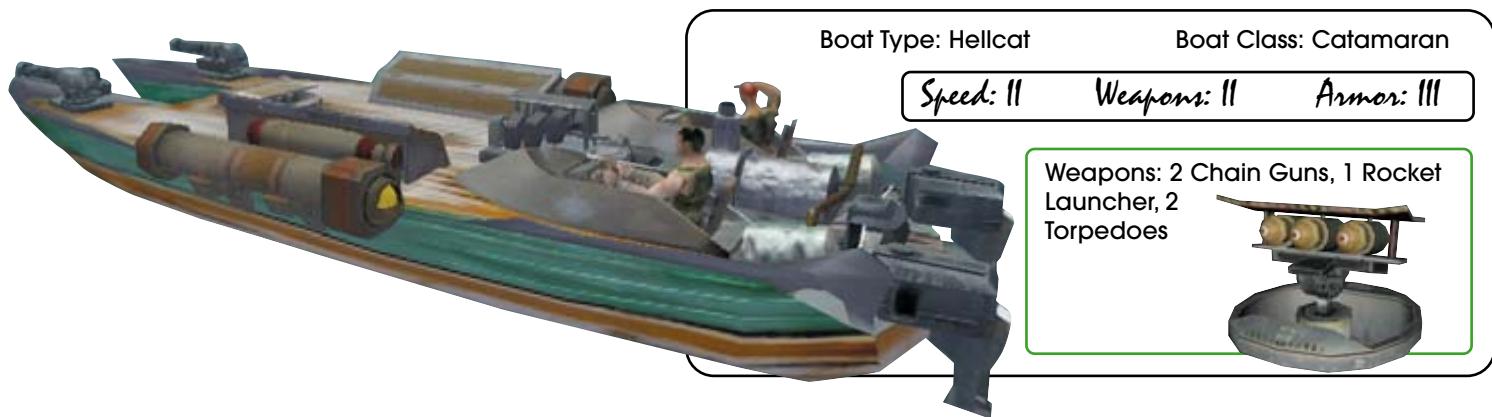
Mission 22: Heart of Darkness

Gamal has finally turned up... as a traitor! You should have known better than to trust a rascal like him. Gamal has stolen our new boat prototype and is planning to give it to Lung Kahn. If Lung Kahn gets his grubby little hands on that boat technology, it could spell the end of us.

Lung Kahn plans to demonstrate the boat's capabilities at the Iron Empire's Kun Bay naval base. Kun Bay is your old stomping ground, isn't it, Kai? So you know that there's a secret tunnel that'll bypass the front gate's artillery batteries. Sneak through and destroy the prototype before Lung Kahn can get his hands on it.

Mission Objective

Infiltrate the Iron Empire naval base at Kun Bay to spy on trials of a new boat and weapon, then sink the prototype and escape.



Take this moment to destroy the land turret to the east before the two torpedo boats come at you. Disposing of the two enemies shouldn't prove to be a problem. Your Hellcat's quick responsiveness allows for easy dodging of enemy fire.



Make your way north, keeping the shoreline close to your right. While you destroy the turrets on shore, keep an eye out for enemy boats coming from the main gate. Sink them and find the secret tunnel at point B.

TIP

To avoid damage from turrets you have yet to destroy, lure the enemy boats back to a cleared-out area. You can then fight them in peace.

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As you leave the tunnel, destroy the enemy ships that appear but don't venture too far off into the opening. Instead, use the rock formations for cover as you check out the scene. From the safety of this point, destroy as many land turrets surrounding Objective point 2 as your chain guns allow.

TIP

The more land turrets you destroy, the higher your chances of survival are when you attack Gamal.

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Once you've cleared away some of the turrets, keep the shore close on your right side and head for the safety of this point. Don't worry about those big destroyers, they won't chase you, so just stay out of their range. Gamal is just around the corner. Your presence should draw him out. Ready some torpedoes and fire when he shows himself.

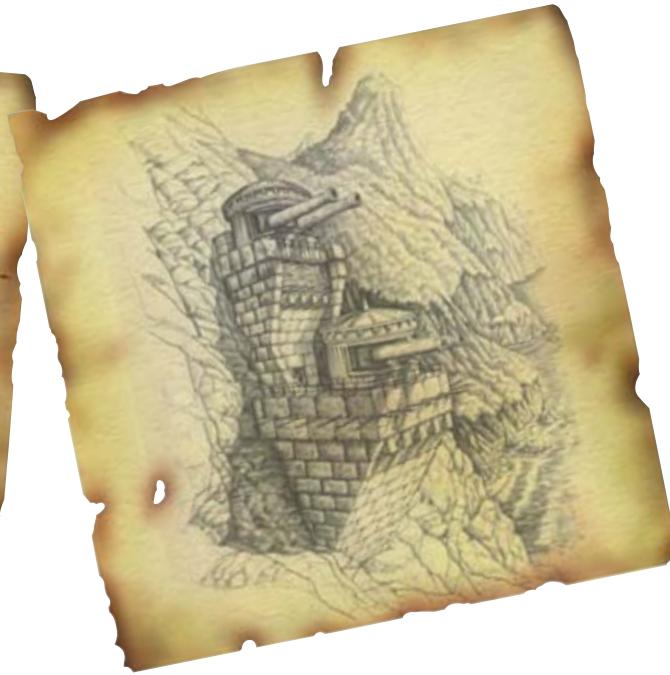
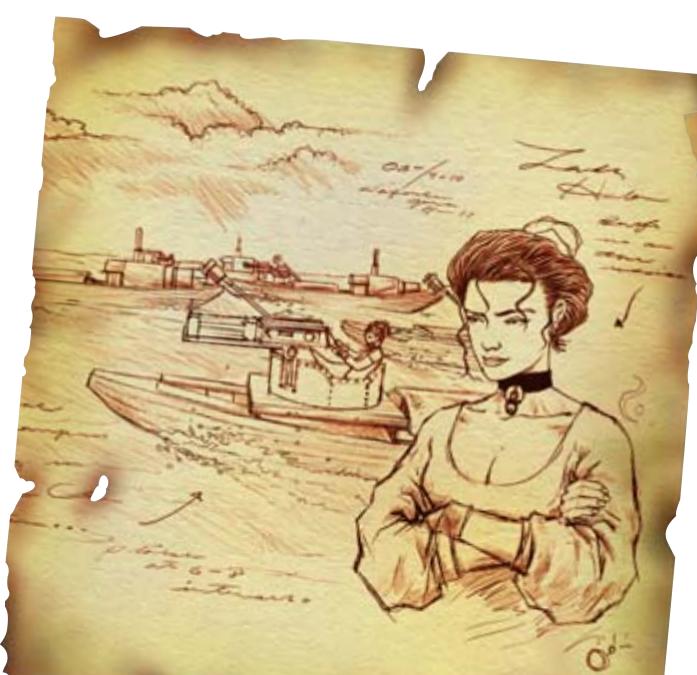
TIP

Besides the mines at the choke points, Lung's ships will also drop mines during dogfights. Since the space is so limited, you will want to use the Wave Gun liberally to clear out any mines that may have been dropped while you fought. This is especially important given the water color making the mines hard to spot.



That prototype that Gamal is using has tough armor. Unleash the rest of your weapons onto it to destroy it quickly. If you must, lure him away from the destroyers and into safer waters. With some good dogfighting technique, the traitor is no more.

With Gamal safely at the bottom of the sea, your mission is accomplished. Now, to get the heck out of here. Head back toward the secret tunnel from which you came and head on through. What's this? It's a trap!





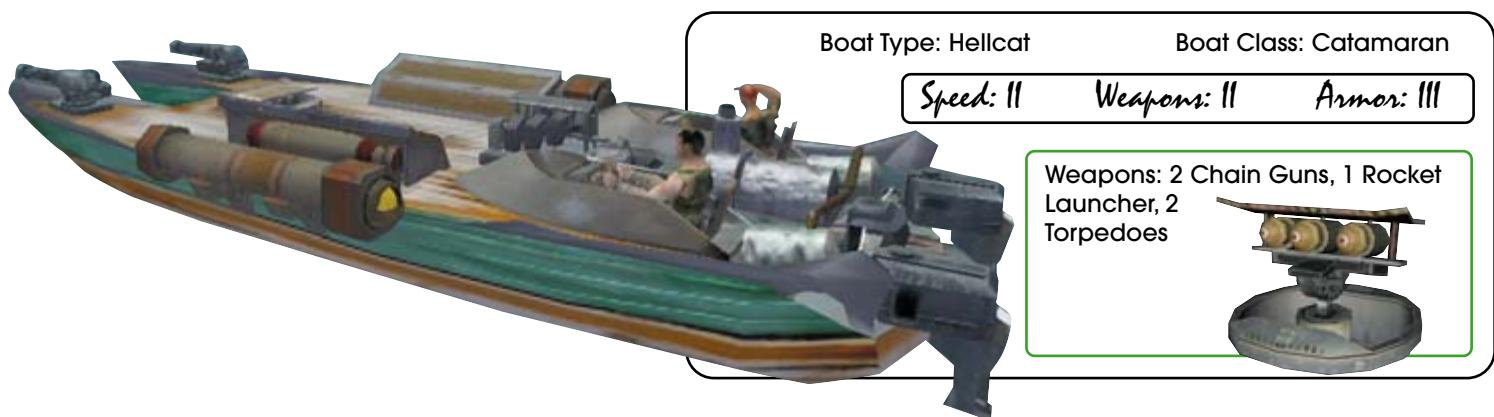
Mission 23: Gladiator

You've been nabbed, Shao Kai. Once again, you're face to face with your brother Shao Lung. Instead of killing you himself, he decides to let his men have their way with you. Lung plans to throw you into an inescapable arena where eventually, his men will wear you down.

What Lung doesn't know is that one of his own guards is a supporter of our cause. He informs you of the Northern League's plan to break you out. All you have to do is stay alive long enough for them to do so.

Mission Objective

Hold your own against Lung's minions in arena combat until Northern League loyalists can help you escape.



You've got to buy some time so that your Northern League loyalists can break an opening for you. Doing so means destroying 15 patrol boats. Sounds like a hefty task but if anyone can pull this off, it's you. The good news is that there'll never be more than three enemies in the arena at one time.



The battle begins with three enemy patrol boats; one on each corner of the arena. Above each one of these corners is where more ships emerge after a boat is sunk. You start at the closed gate that will eventually be opened for you by your friends. If you hope to survive, stay out of your enemy's line of fire. As soon as the battle begins, veer off either to your right or left to get into position behind the nearest boat. From a rear position, you can launch torpedoes and rockets to quickly drain your target's health.

TIP

The enemies are skillful at leading their target, (that's you) with their rockets. Zig-zag and vary your speed to avoid the oncoming rockets.



TIP

Catch a new boat launching into the arena to get the advantage. Time your torpedoes to hit them as they hit the water. Follow it up with some rockets and your new friend is almost sunk before he can even turn to face you.



As soon as you destroy an enemy boat, look for another one to come flying out of one of the three tunnels. You can focus your attention on the newcomer or another boat; whichever is closer and more accessible. This is a free-for-all. Destroy anything in sight.

Use the four ramps in the center of the arena for cover. Boosting around these ramps or even taking the jump can quickly take you out of your enemy's sight. Circling around a ramp can block you from your enemy's machine gun fire as you chase him around it with your guns on full blast.

TIP

Fifteen patrol boats is a lot to sink. Make sure you collect every Repair and Re-arm power-up floating around. Don't get caught without any secondary weapons.



Concentrate your efforts on one boat at a time from behind or the side until all 15 are blown to bits. Just in time too! Your friends have blown up the gate and you can finally get out of here. Pick up any lingering Repair or Re-arm boxes and head on out.



You're not in the clear yet. In the narrow tunnel ahead are a few of Lung's men. Stay focused and launch a few torpedoes down the passageway. With luck, your enemies will try to dodge the torpedoes and ram against the walls. Easy pickin'.



Destroy a few more patrol boats along your exit route. Well, what do we have here? The salvaged Knife! Destroy all of the remaining boats and park your boat next to the Knife to reclaim it. Maybe next time, Lung Khan won't be so quick to underestimate you.





Mission 24: What's Mine is Mine

Now that you've recovered Gamal's hydroplane, it's time to test her out. Your newly acquired hydroplane is sporting a fancy new Wave Gun. And what better way to test it than on Lung Khan's own fleet. He's transporting the four pieces of the talisman to Kun Bay on a heavily escorted freighter. You've got to capture the ship before it reaches the Emerald Straits and bring it to safety.

Mission Objective

A heavily escorted freighter is carrying the Shield of Five Souls. Sink its escorts before they can reach the Emerald Straits. Escort the captured vessel southward to safety.

Boat Type: Switchblade
Boat Class: Hydroplane

Speed: 11111
Weapons: 1111
Armor: 1111

Weapons: 1 Wave Gun, 2 Rocket Launchers (homing), 2 Torpedo Launchers (homing)

A

Start out by taking a hard left and heading east around the big island. Achmed may advise you to head north, but who is *he* to tell you what to do? This route brings you conveniently behind the freighter and its escorts.

TIP

The Switchblade you're driving is equipped with a Wave Gun that's great for intercepting torpedoes. Fire the Wave Gun when you find one or two torpedoes screaming toward you.



To capture the freighter, you must sink all three destroyers. Start by attacking the last destroyer in the convoy, farthest on the left. As you fire on it, position yourself behind and to the left of this destroyer. From this position, you can wear down its armor while using it to block the gunfire from the other destroyers.

CAUTION

Do not attack the freighter. The freighter must survive or you fail the mission.



TIP

Keep the slow moving destroyers between you and the faster torpedo boats. As they try and chase you, they'll ram themselves into the destroyers and take damage. Now thank them for doing half of your work for you.

Once you've sunk your first destroyer, move on to the next one. The next destroyer is to the right of the freighter. At this point a few patrol boats join the fight. Continue to fire at the destroyer while maneuvering to keep it between you and any attacking ships.



One destroyer left. As you turn your attention to this last destroyer, more patrol boats arrive. Achmed urges you to forget this "fodder," and go for the destroyers. If you listen to him, you'll be sorry. Take a break from attacking the last destroyer to sink a few of the "fodder." The fewer patrol boats running around, the less damage you take. Added bonus: they drop valuable Repair and Re-arm boxes.

TIP

Use the Wave Gun on the smaller patrol boats. It doesn't deal much damage but the wake that it creates under the small target can shoot the target into the air, disrupting its weapon accuracy.



Once the last destroyer is, well, destroyed, the freighter is ours. The freighter turns and heads south. Follow it and protect it from enemy torpedo boats. The torpedo boats are tougher than the patrol boats, so grab as much ammo as you can.



By now, dog-fighting should be second nature. Destroy the enemy ships as you come across them. Remember to stay out of their direct line of fire to avoid their heavy guns. If you see incoming torpedoes, quickly switch to the Wave Gun and blow them up before they reach you. The Wave Gun is your friend; make a habit of using it.



Keep sinking enemy ships and picking up the goodies that they drop. You must keep the freighter alive until it can escape. You've done it again, Kai! With the four pieces of the talisman in our hands, we're closer to defeating Lung Khan.





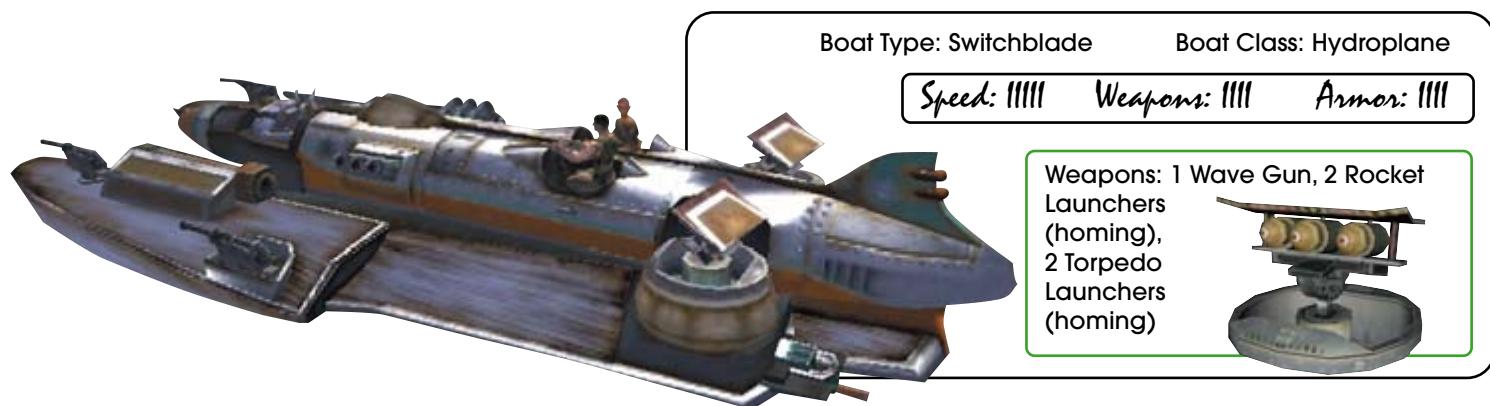
Mission 25: An Explosive Combination

Finally, you're back at Kerang. Feels good, doesn't it? Unfortunately, you have little time to celebrate. Lung Khan's furious over your escape and he's taken the Dragon on a hunt to find you. While he's away from Kun Bay, Lord Brana is leading the assault on the bay. Though skeptical of his plans, you listen.

You and your pirates will clear the way. Then Lord Brana and his elite commandos will land and take over. They've sealed your secret tunnel but you know of a small landing down a side channel off the main harbor approach. Brana's men will blow the wall to create an entrance.

Mission Objective

Defeat Iron Fleet forces defending the approaches to Kun Bay, and destroy the coastal shore batteries. Then escort a war junk loaded with commandos to their landing area.



You've got quite a task ahead of you, Kai. Up ahead is the Iron Empire's defending forces. As you start, don't go rushing ahead to meet the enemy. You have six of your men to support you, so use them. Stay behind your men and let them wear down some of the enemy for you.

TIP

While you wait for your men to engage the enemy, why not help your friends with some auto-cannon support from long distance?



As the enemy boats get past your forces, start blasting the enemy. With their health diminished by your allies, it doesn't take much to sink them. Try to stay in the open sea when fighting enemy boats. Unless you've cleared away the shore batteries, fighting near land is risky.



When there's a lull in the battle or when you're near a shore battery, take a moment to unload some rockets on them. With your homing rockets, it's a cinch and you'll have rid yourself of at least one thorn in your side.

Tip

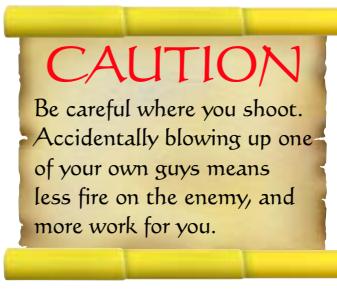
An effective sequence of attack is as follows: Fire two torpedoes at your target, then your Wave Gun, and finally two rockets. If the target is small enough, the Wave Gun will send it into the air, where it becomes an easy target for the rockets that come next. And by the time you finish with the rockets, the torpedoes should be ready to fire again. That is, if your target isn't already at the bottom of the sea.



There are two destroyers that need tending to. If you've been smart and stayed away from the main fight, letting your forces do most of the work, the destroyers should be worn down nicely for you. Destroyers are formidable so throw everything you've got at them.



If you're feeling overwhelmed by all the boats, destroyers, and shore batteries, don't despair. As Brana's war junk arrives, it brings with it some reinforcements. As the war junk nears the center of the fight, continue to blast away at all enemies. The more enemy boats you destroy, the higher the chances that the war junk will make it to the side channel.



CAUTION

Be careful where you shoot. Accidentally blowing up one of your own guys means less fire on the enemy, and more work for you.



It seems like the enemies keep coming but with some slick boat driving skills, they'll sink just as quickly as they came. Time is what the war junk needs, and luckily for them, you're good enough to oblige. Now let's see if Lord Brana's commandos are as good as he says they are. Good job, Kai.





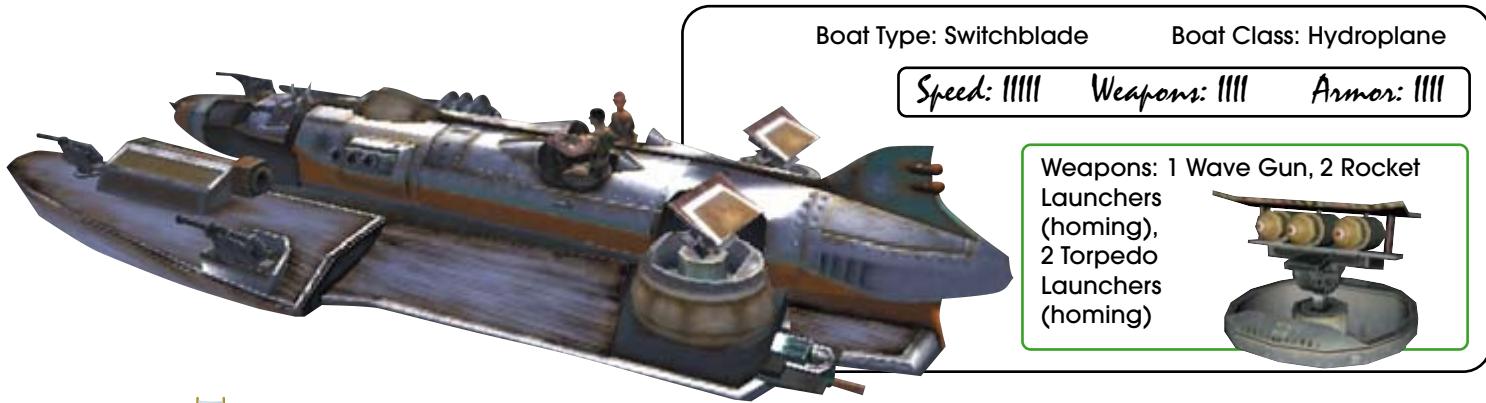
Mission 26: The Burning Sea

You held up your end of the bargain by clearing the way for Lord Brana's men. Unfortunately, they were only able to crack the inner wall. This means you have to find another way through the harbor gates.

Brana is loading three war junks with explosives and plans to ram the harbor gates. Your job is to clear the way and find the secret underground docks. Somewhere in there is the fifth piece of the Shield.

Mission Objective

Lead the assault on Kun Bay. Break into Lung's secret underground docks and pick up the fifth and final piece of the Shield, then escape.



Start by staying behind your three allies and watch for two patrol boats coming from out of here. Concentrate your efforts on these two and let your friends start in on the enemies straight ahead.



Once you've dealt with the patrol boats from the side, join the main fight with your buddies. There are only a few of them and should prove to be relatively easy to sink.



Continue ahead until you reach the gate. Say "hello" to the four shore batteries protecting the gate. Help your friends destroy them all before passing through.

TIP

Why waste rockets on these shore batteries? Let your friends destroy as many as they can and finish off the batteries with your auto-cannons.



Your allies won't go through the gate before you do; those cowards. Head on through and immediately veer left to catch a patrol boat off guard. Before you know it, you'll be joined by a whole fleet of enemy ships out to get you—might as well get a head start.



Well what do we have here? Another pesky destroyer. Once you've cleared most of the patrol and torpedo boats out of the way, unload all you can into the destroyer. Sink it and collect the nice load of Repair boxes from it.

TIP

Use your auto-cannons whenever possible. Ammo is scarce and you'll need your rockets and torpedoes later.



Now to clear out some of the shore batteries surrounding the gate. Once they're all safely out of the way, notice the little ramp to the right of the gate. If you haven't already, destroy the torpedo boat parked in front of it.



Did you know you could fly? Make some room between you and the ramp. Take careful aim and punch it. Make sure you have a full boost and hit it right before you reach the ramp.



When you land on the other side of the gate, you're definitely not in friendly waters. You are surrounded by too many boats and shore batteries with their sights on you. Make a run for it and head for the far side of the courtyard. Ready your torpedoes and fire them at the gate blocking the tunnel.



A couple of torpedoes followed by some rockets should get you through. You *did* conserve torpedoes and rockets, didn't you? Once in the tunnel, you're safe to its end where you find the last piece of the Shield of Five Souls.



Now, time to get out. Collect all the boxes in the place and head out the way you came in. Some patrol boats might be waiting for you in the tunnel so blast them and take what Repair or Re-arm boxes they have to offer.



With the tunnel clear, you can now make a run for it. Don't stop for anything, as you'll be taking a lot of gunfire. As you reach the gate, you find that your friends have blown them up for you. Don't pause to thank them; just book.



It's a long way back to the rendezvous point. Don't be tempted to fight any enemies, even when you reach the clearing and there are only a few blocking your way. You've got what you came for so head on home.

TIP

Stuck in the tunnel with low health and ammo? Try hanging around near its exit and fire at boats floating by. Destroy a few of them and pick up the Repair and Re-arm boxes they leave.

Act 6: To the Dragon's Lair

The last attack by the Dragon has claimed the life of your leader and friend, Lord Zeng. Ped Zeng became like a father, not only saving your life, but giving you a new one. And now he is dead at your brothers hand. An act that, like the murder of your mother, will not go unpunished. Ped Zeng died to give you a chance to take down Lung, now it's time to end this. For you, for your mother and for Ped Zeng.

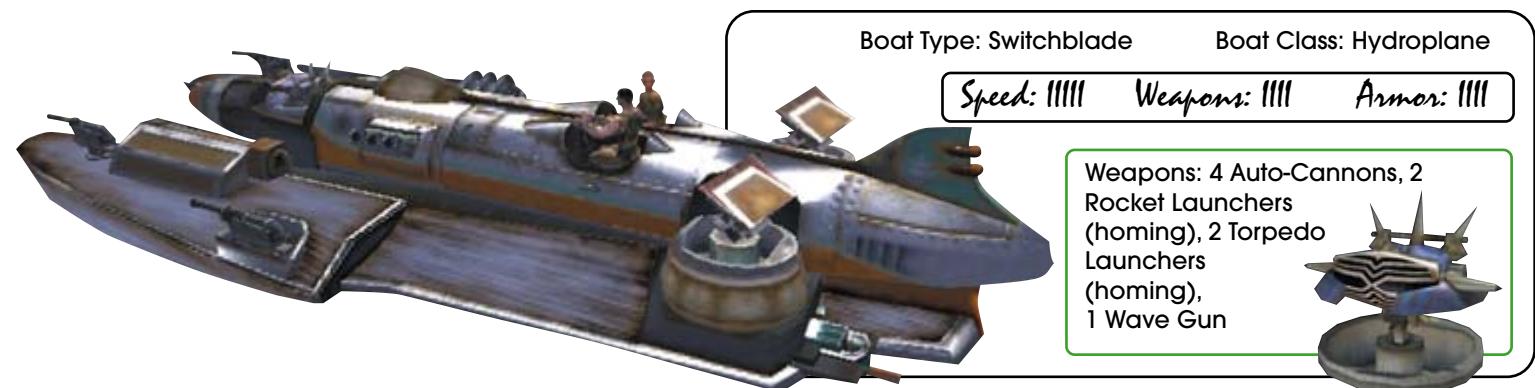


Mission 27: The Dragon's Claw

The Shield of Five Souls is finally complete and assembled, fitting together perfectly. And with the death of Zeng, the Shadow Clan and Lord Brana are looking at you for leadership. Time to form an attack plan.

Lady Helen has informed you that Zeng's last attack disabled the Dragon's rudder, leaving it dead in the water. However, the Dragon can still cause a great deal of damage, making this a dangerous mission. With the help of the Shield of Five Souls and a fleet of torpedo ships, the Dragon should be history. You owe it to Zeng.

Mission Objective
Using the Shield of Five Souls to neutralize the Dragon's Claw, sink Lung's flagship, the dreadnought Dragon.





Finally a chance to take on Lung's flagship, the Dragon. This fight is not going to be easy, but fear not. You have the Shield of Five Souls in your corner. The Dragon travels with a lot of friends, so concentrate on clearing some of the water before taking your attack to the Dragon. Let your allies go ahead of you to intercept the first wave of enemy ships. Follow behind them, then break away from the action to pop a few torpedoes into the side of the Dragon.

TIP

The real damage to the Dragon will come from returning its own fire with the Shield of Five Souls. Refrain from unloading all your ammo into the massive ship, leaving some to clear out the enemy ships surrounding it.



TIP

Know where your allies are. They can help take some of the heat off of you if you wind up in the middle of a fleet of enemy ships. Steer for them and help in their battle. When the ships that were on you make their way to you, you can escape away, leaving behind all the enemy ships with your allies.



As the Dragon starts to take on damage, it will begin to start aiming the dreaded Dragon's Claw at you, sending a glowing orb in your direction. Let these shots hit you, for the Shield of Five Souls will absorb the blow for a few seconds before discharging the shot in the direction you are facing.

Immediately turn toward the Dragon when you have been hit by the Dragon's Claw to return the fire.



The Dragon will only be able to take a few shots of its own medicine before catching fire and sinking into the deep blue sea. Wait a minute! Lung is escaping. Time to hunt him down and finish what he started.



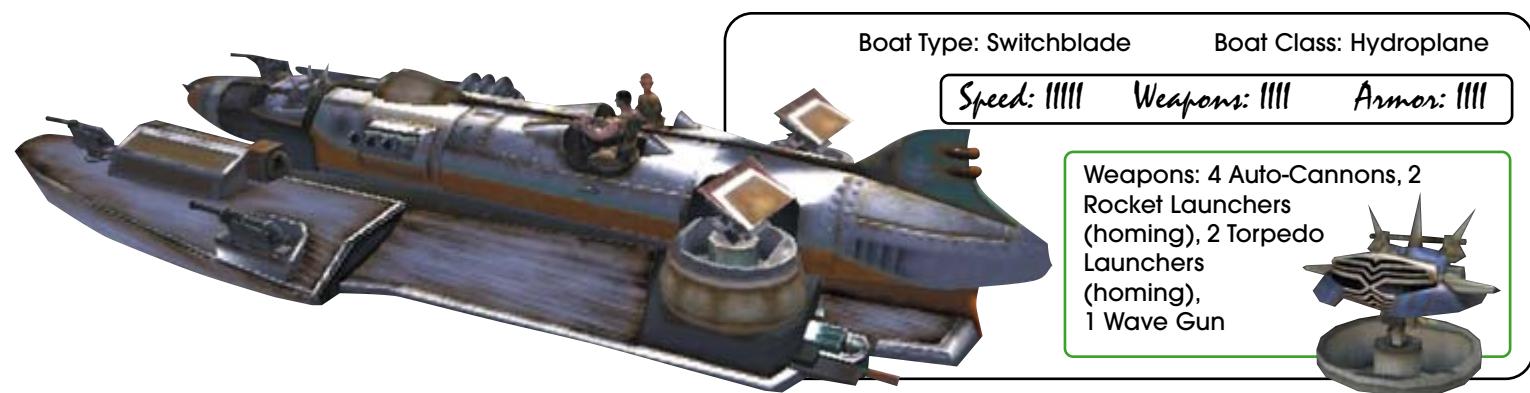


Mission 28: Citadel of the Khan

Shao Lung has retreated to his citadel up the Blood River. Despite the loss of his fleet and the destruction of the Shield of Five Souls, Lung is still alive and therefore, still a threat. Brana feels the fight is over and Lung is finished. This coming from a guy who had to surrender to you and the Shadow Clan. It is time to finish this thing once and for all. Make your way up the river and bring an end to Lung by taking his life. Good Luck, Kai.

Mission Objective

Fight your way into Lung's secret fortress and defeat him once and for all!



This time Lung has nowhere to run. Go forward, entering the narrow passage at the opening of the river. This first opening has land turrets and a few Basilisks trying to put an end to your quest early. Take out the land turrets from a distance then turn your focus to the ships patrolling the opening. Let no one get in your way of Lung.



Use your Wave Gun to destroy the mines blocking you from progressing up the river. When the path is clear, make your way into the opening to take on a waiting ship to the east. A few torpedoes and you are free to cross the opening. Make sure you destroy the mines as you pass around the rock on your way up the river and into the narrow passage ahead.

CAUTION

From here on out, look closely for mines at all narrow points in the river. Lung has protected himself well, but he didn't account for your Wave Gun. Use it to detonate the mines from a safe distance, avoiding the blast.



Take out the turret in the canal leading to the next opening of the river. Here you will find an Octopus boat and another turret. The Octopus will fire torpedoes one after another. Your Wave Gun is your best defense against this. Combine it with torpedoes and the Octopus is no more. Upon finishing off the Octopus, another ship will join in the fun. Destroy it and continue up the river.



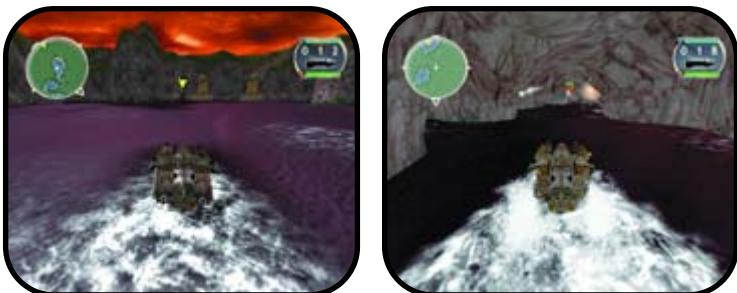
Make your way up the river through mines and a turret, and into the next opening. One ship and a turret is all that seem to be here, but things will change the second you sink the seemingly lone ship. As the ship makes its way to the bottom of the river, two more ships seem to just appear out of nowhere. Retreat back down the river if they prove to be too much for you at your first encounter. By retreating you can attack them from the beginning of the opening where you are not fully exposed to both ships' fire.

CAUTION

When attacking from the narrow part of the river before the openings, watch for ships to come barreling in after you. If a boat rushes, unleash all you have into the speeding boat. By the time it gets to you, it will be wounded and on the verge of demise.



Destroy the turret at the entrance to the next narrow stretch of river. Watch for mines while making your way through the canal and into the final opening where Lung's Iron Guards await your arrival. Like the opening before, the safest way to take out the four ships here is to attack from the entrance to the opening. This allows you to quickly retreat as well as allows you to deal with one ship at a time without getting shot at by the surrounding land turrets.



There are three ships hiding throughout the tunnel. The first is waiting just around the first bend. Use your torpedoes to sink him. Since he can't move much, your torpedoes are sure to connect, making your job easy. However, the cave makes it difficult to dodge enemy fire, so sink the ship quickly.



TIP

Remember where you left behind unused power-ups. Return to grab them if you are ever running low on health or ammo.

Destroy the turret at the entrance to the next narrow stretch of river. Watch for mines while making your way through the canal and into the final opening where Lung's Iron Guards await your arrival. Like the opening before, the safest way to take out the four ships here is to attack from the entrance to the opening. This allows you to quickly retreat as well as allows you to deal with one ship at a time without getting shot at by the surrounding land turrets.





Continue through the tunnel until you come across the second ship patrolling the waters. Like its friend, sink the ship quickly, then move on to the third ship waiting in the last straight of the tunnel. Can you see the light at the end of the tunnel? You only have one more cove to explore in your search for Lung. He can't be far.



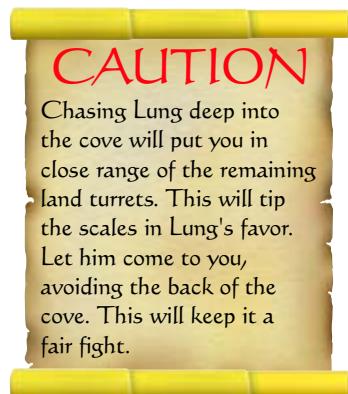
From the end of the tunnel, take aim at the land turret on the island ahead. With the turret in a heap, you can move into the cove a little to lure out one of the two ships in hiding; one on each side of the island. When you get one's attention, back into the tunnel so you control the fight without leaving yourself vulnerable to land turret fire.

TIP

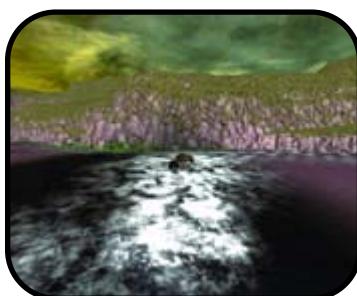
To make things a little easier on yourself, quickly jet out and fire rockets into the land turrets on the cove walls closest to the tunnel. There is one on each side of the cove. With these turrets out of the way, you can venture farther into the cove without getting pelted with fire.



After the second of two ships is on its way underwater, Lung will finally show his face. This is it, Kai. The moment you have been waiting for. As he attacks, fire all the weapons you have into him until you can get behind him. Watch for him to drop mines as you continue to unload rockets and torpedoes into his ship. Lung may have a lot to say, but he can't back it up. It's obvious that you have the fighting skills in the family. Scream "This is for you, mom!" as the last torpedo hits your brother's ship, fulfilling your vow.



CAUTION
Chasing Lung deep into the cove will put you in close range of the remaining land turrets. This will tip the scales in Lung's favor. Let him come to you, avoiding the back of the cove. This will keep it a fair fight.



All is well now that Lung has been stopped and the Iron Empire dismantled. The question now, is what to do? Lord Brana has offered you a spot as captain of his navy and the Shadow Clan has an opening as Warlord, but that job may be better suited for Lady Helen. So, sailing it is. Time to relax from war and let the sea be your guide.



Battle Mode

Arenas

There are 12 arenas with which to wage watercraft warfare against your friends and/or the computer. They vary in both size and complexity. From open waters to confined shallows, the maps have been created to accommodate all styles of play. Choose Big Empty if you like non-stop, wide-open battles with nothing to steer around except the bow of your enemy's ship (and even that is optional). Or, choose Demon Keys and make sure you pack a life jacket because the jagged rocks become as lethal an enemy as your opponent. Any way you like to play, you'll find a map to suit your taste.

Read on for crucial information on each arena, including power-up placement and topography, as well as a few pointers to keep you afloat, while your opponents are sinking.

NOTE

Add variety to each arena by choosing one of three weather conditions: calm, rough, or stormy. Which you choose will impact your contest significantly, as harsher conditions mean choppier water. And choppier water means three things:

- **Visibility is impaired.** Your enemy may be thirty feet off your bow, but the waves block your view.
- **Handling and control can be compromised.** Hitting a massive wave at the wrong angle can cause your boat to veer wildly of course and out of control.
- **Weapon accuracy is significantly decreased.** Not only is it difficult to keep your crosshairs on a target, but gunfire and cannons tend to strike the wave ahead of you, rather than your enemy.



Big Empty

Living up to its name, Big Empty offers combatants no shelter from attack. The circular arena is devoid of everything but water and players are forced to confront their enemies head on.

Big Empty is available from the outset; you do not need to unlock it. It is available for games of 1-4 players.

Power-up locations

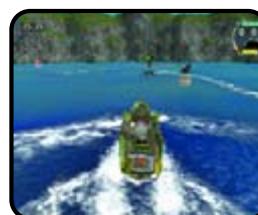


All power-ups are located along the outside edge of the arena, near the surrounding ridgeline.

Tips and Tactics



Pick a fast, highly maneuverable boat and engage in a continual series of hit-and-run attacks. You'll win the battle through attrition without giving your opponents an easy target to fire upon.



Slow boats are quickly reduced to floating debris in this arena. Pick one if you enjoy losing.



When approaching the power-ups, be aware that a sneaky player may have dropped a few mines in the immediate vicinity. If they haven't, be the first to do so.

Bombed Bay

Bombed Bay is a mid-sized arena that combines areas of open water with the shelter afforded by exposed rock formations, a temple, and four towers connected by a series of exposed gating.

Unlocked by completing level 14 on the Captain difficulty setting. It is available for games of 2-4 players.

Power-up locations



The Firepower power-up is located behind the large temple.



The Speed power-up is found in front of the mountainside temple.



Tips and Tactics



The Accuracy power-up is floating in the center of the four towers.



Don't get caught within these gates, you are vulnerable to incoming enemy rockets from every side. Get the Accuracy and get out, quickly.



If you are using a slower boat, seek cover behind the rocks or the temple and engage your adversaries from a distance.

Death Row

Death Row is a long rectangular arena with a massive sea gate in the center.

Unlocked by completing level 11 on the Captain difficulty setting. It is available for games of 2-4 players.

Power-up locations



The Speed and Accuracy power-ups are located on the same side of the sea gate.



The Firepower and Shield power-ups are found on the opposite side of the gate.



Tips and Tactics



Drop mines within the narrow waterways on either side of the sea gate. Enemy boats will have a difficult time avoiding them.



Another great place to drop a mine or two is near the Shield power-up, underneath the support pillars.



Use the sea gate for cover and hit any enemies traveling between sides.

Demon Keys

Demon Keys is a circular level with shallow water throughout. The ebb and flow of the waves alternately hides and reveals the sharp rock outcroppings that lurk at sea level.

Demon Keys is available from the outset and does not require unlocking. It is available for games of 1-4 players.

Power-up locations



All power-ups are located near the rim of the circular level. They are nestled within crescent shaped rock formations to hamper your approach. Find the open side or use the rocks as a ramp to obtain them.



Tips and Tactics



Making contact with the rocks damages your boat, but not nearly as much as being hit by an enemy torpedo. It may be worth your while to jump over the rocks to avoid enemy fire or to elude a pursuer.

Stick to rockets as your primary weapon. They will fly over any obstacles and won't be impeded by the rocks like torpedoes or cannons will.



Freestyle

Freestyle is a large arena based on skateboard parks. Half-pipes and ramps replace rocks and islands as the arena's obstacles. A fast boat makes this level very enjoyable.

Freestyle is unlocked by completing level 27 on the Captain difficulty setting. It is available for games of 2-4 players.

Power-up locations



The Speed power-up is located above this small ramp.



The Firepower and Shield power-ups are obtained by jumping between the ramps in this large half-pipe row. Use a turbo boost to gain the necessary height.



The Accuracy power-up is hovering above this medium ramp.



Tips and Tactics



Eluding a persistent opponent is fairly easy to do using the various ramps that are scattered throughout this level. Just be sure to hit the ramps dead on. If you miss you will careen out of control and open yourself up to enemy fire.



Taking a lot of damage? Grab the Repair power-ups that float behind the support beams of the half-pipes.



While a Speed power-up makes this level more enjoyable, grab the Accuracy power-up to make it easier to hit fast-moving and high-flying opponents.

Kraken's Maw

A relatively small level, Kraken's Maw is a lake divided by three large sea walls. All three walls are broken, enabling boats to pass through taking only a small amount of damage. Like Demon Keys, the water in this arena is fairly shallow and is punctuated by dangerous outcroppings of sharp rocks.

Kraken's Maw is unlocked by completing level 8 on the Captain difficulty setting. It is available for games of 1-4 players.

Power-up locations



Both the Accuracy and Shield power-up are located within the breeches of sea walls.



The Firepower power-up is found under this small rock arch.



This hollow rock outcropping obscures the Speed power-up.



Tips and Tactics



Position yourself here and hit the enemy boats when they speed through the breaks in this pair of walls.

Hitting the rocks or mis-navigating the sea wall breeches will seriously impair your control over the vessel. Hit the breech and the rocks head on to minimize loss of control.



Maelstrom

Maelstrom is a circular arena free of any obstacles in the center but populated with vertical rock columns along the outskirts.

Maelstrom is unlocked by completing level 5 on the Captain difficulty setting. It is available for games of 1-4 players.

Power-up locations



The Shield and Speed power-ups are located near the outer rim of the lake. Both are a must have for slower boats competing in this level.



The Firepower and Accuracy power-ups are floating adjacent to one another in the central area of the map. Both are crucial acquisitions for the speedier boats battling in open water.



Tips and Tactics



If you have a slower boat, stick to the outer portion of the map where cover is easily found. Drop some mines in your wake to dissuade tailgaters and fire your rockets at the speedier boats as they pass by.



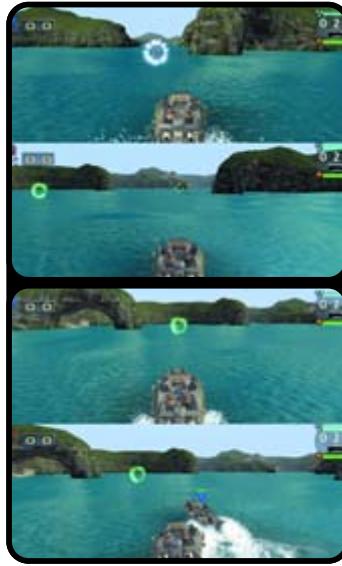
If you have a fast ship, make the open waters your battleground. Pick up the Accuracy power-up and rain death upon any boats cowering at the outskirts.

Octopus Bay

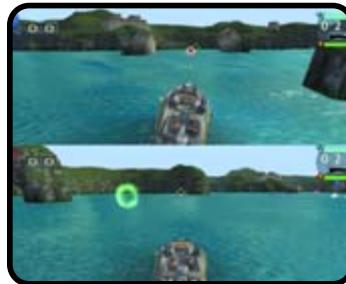
This aptly titled level is made up of multiple rock formations shaped like octopi, complete with multiple rock tentacles that form archways that protrude over the water.

Octopus Bay is unlocked by completing level 20 on the Captain difficulty level. It is available for games of 2-4 players.

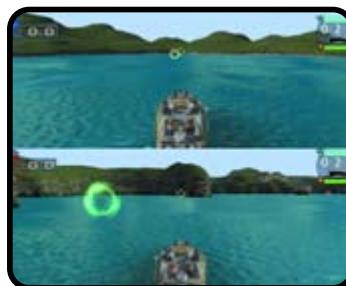
Power-up locations



The Accuracy and Shield power-ups are near the central rock formation.



The Firepower power-up is floating between these two rock pillars.



The Speed power-up is found near the shore and is a must-have for slower boats that wish to make this arena a contest.



Tips and Tactics



A fast boat can navigate around and through the rock arches that litter this arena, making them very difficult to hit or follow.

Slower boats should patrol the shores where at least one side of their hull is protected. They should also take a defensive role and let the faster boats engage them.



Painful Sky

This Domination only map consists of four ramps, three on one side of the arena and one on the other. Aside from ramps, large rocks rise vertically out of the water and house turrets that fire upon the combatant who isn't in control of the fort.

Painful Sky is available from the outset and does not require unlocking. It is available for a 2-4 player, Domination match only.

Power-up locations



The only power-ups available on this level are Shield (x2) and Firepower. All three are obtained by jumping the three ramps near the spawn point of the level.



Tips and Tactics



Speed up this ramp to capture the fort and begin the timer.



Once you have control of the fort, position yourself near the ramp to fend off any enemies looking to gain control from you. If you can't destroy them, ram them as they approach the ramp to knock them off course.



If your enemy controls the fort, make sure you grab the shield power-up before rushing the ramp. The shield will render the fort's turrets harmless.



Skull Beach

Skull Beach is a shallow level that provides almost no cover for the combatants. Further, a multitude of exposed sand dunes makes it very difficult to navigate at high speeds.

Unlocked by completing level 25 on Captain difficulty setting. It is available for 2-4 player games.

Power-up locations



The Shield power-up is obscured by this pair of rocks.



The Speed power-up is located near the shore by the docks.



The Firepower and Accuracy power-ups are floating above these narrow, sloped pillars. Jump the pillars to claim the prizes.



Tips and Tactics



Getting caught on a sand dune slows you down considerably and damages your boat.



When jumping for the power-ups, lay off the turbo as it will send you into a steep trajectory.



Because of the many obstacles, Skull Beach is one of the few levels in which slower boats can routinely succeed.

Terror Temple

This large arena sports a temple for a centerpiece. The surrounding water contains a series of small islands, inlets, and coves that give ample room to elude pursuit, seek cover from attack, or gain a better angle on an opponent.

Terror Temple is unlocked by completing level 22 on the Captain difficulty setting. It is available for 2-4 player games.

Power-up locations



The Firepower power-up floats high above the water in the center of the Temple. Use your turbo and speed up any of the four walls of the Temple to gain the height necessary to grab this important power-up.



The Speed and Accuracy power-ups are located at either end of this long cave that runs along the shoreline.



The Shield power-up is located between these small islands just a stone's skip from the temple.



Tips and Tactics



When going for the Firepower power-up, be sure you have enough speed so you don't get caught in the central pool of the temple. Once caught in the confined space of the temple, it is difficult to escape and you are an easy target while trying.

Because of the two power-ups at either end, the cave will be a major traffic area. Run the length of the cave while simultaneously dropping mines in your wake.

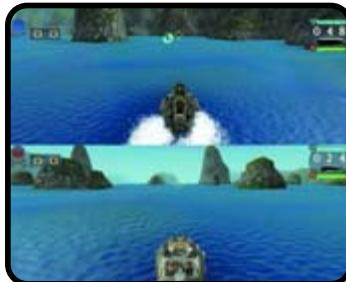


Tombstone

Tombstone is an expansive but basic arena that gets its name from the many rounded rocks that rise from the water. Cover can be found but due to the small size of most of the rocks, the protection is minimal at best.

Tombstone is available to play from the outset; you do not need to unlock it. It is available for games of 1-4 players.

Power-up locations



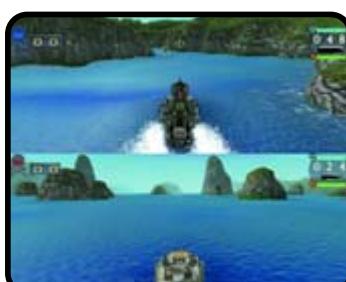
All power-ups in this arena are found close to the shore. The Accuracy power-up is located here.



The Shield power-up is near the shore but is obscured from view by both the larger rocks and the ridgeline.



The firepower power-up floats in open water.



The Speed power-up is found by traveling through this narrow waterway.



Tips and Tactics



You'll find that this arena lends itself to high-speed chases. If you are the chasee, drop mines in your wake and hit the turbo. If you are the chaser, keep your guns firing continuously.



If you are in a dogfight, take the offensive role and go head to head with your opponent. Continually running assures you of a slow and painful death.



When chasing an enemy, anticipate their moves and hit them when they appear from cover, rather than chasing them around the rocks.

Battle Modes

There are 14 different types of Battle Mode games available in *Blood Wake*. What modes are available to you depend on the number of players playing, and whether or not you unlocked them in Story Mode. For example, Domination is available if you completed level 10 in Story Mode (under the Captain difficulty) and, you are playing a two to four player game only. Domination is not available in a one-person game.

Playing through Story Mode not only unlocks additional boats, arenas, and games, but it familiarizes you with the different boat types, their respective weapons, and their controls. You will also get a feel for head-to-head combat and what it takes to emerge victorious when you are outnumbered and outgunned.

Once you are pretty confident in the basics, take on the various Battle Modes to further hone your skills. You can choose to compete against multiple computerized opponents or up to three of your friends. Either way, Battle Mode will test your mettle and continue to challenge you, no matter what your level of expertise.

The following section will break down each individual game and sort them by number of players. You'll find information on the game type, as well as tips and tactics to help you quickly become the last boat floating.

Battle Mode Power-ups

In addition to the Re-arm and Repair power-ups that you already encountered in Story Mode, Battle Mode introduces four more power-ups to your arsenal. All four of these power-ups are picked up by driving over them and are finite in their duration. Further, you can only benefit from one power-up at a time. Picking up another power up will simply negate the powers of the previous one.



The Firepower power-up increases the damage your weapons will inflict on enemy boats.

TIP

The Stinger, coupled with a Firepower power-up, destroys enemy boats with one shot.



The Shield power-up grants your boat invincibility for a short period of time.



The Speed power-up boosts the speed of your boat and cuts down the reload time of your weapons, allowing you to fire at an increased rate.



The Accuracy power-up transforms torpedoes and rockets into homing torpedoes and homing rockets.

Boat Breakdown

Boat	Class	Auto-Cannons	Chain Guns	Fixed Cannons	Mine Launcher	Torpedo Launcher	Rocket Launcher	Stinger	Wave Gun
Basilisk	Basilisk		2	2	1		2		
Catamaran	Guncat	2		2			1		
	Hellcat		2			2	1		
	Stingray	2				2		1	
	Wraith	2		2					1
Devil Boat	Jackal		4	2	1	2			
	Razorback	4			1	4(H)			
Eel	Eel		2		1	2		1	
Gunboat	Fireshark		2		1	2	1		
	Gunshark		2	2	1		1		
	Thundershark	2		2	1	2			
	Tigershark		2	2	1			1	1
Hydroplane	Stiletto	4				2(H)	2(H)	1	
	Switchblade	4				2(H)	2(H)		1
Large Sampan	Koi		1		1	2(H)	2(H)		
	Carp	1		2	1		2		
Patrol Boat	Eagle	2			1	2	2		
	Osprey		2	2	1		1		
Sampan	Piranha		2						
	Swordfish	2							
Speed Boat	Baracuda		4						
	Lightning	4							
	Pike	4							
	Salamander		4				1		
Torpedo Boat	Lancer	2		2	1	4	2		
	Spear		2		1	2	2		
Warlord Launch	Scimitar	4			1	2(H)	2(H)		
	Sword	4		2	1		2(H)		

(H) = Homing

the match. For example, if you set the time limit to five minutes, the boat with the most kills when time expires is the winner. Or you can choose a kill limit, with the first boat to reach the set number of kills declared the victor.

Open contest does not penalize you for dying, but like all other Battle Mode games, you will lose a kill for destroying yourself.

Open Contest is available from the outset and does not require unlocking.

Tips and Tactics

- Always be moving and change your direction frequently. You are a more difficult target to hit when you are constantly in motion. If you are coming out of a spin or a flip, tap turbo to quickly regain your lost speed.
- The Fixed cannon and the torpedoes are deadly weapons but require more skill to use than other weapons. Remember to lead your targets when firing them or they will fall short of the mark.
- At close range, stay away from torpedoes, rockets, or your fixed cannon, as the detonation will damage your boat. Instead, rely on your guns to rip their hull to shreds.

Player's Choice

Similar to Open Contest but the computer-controlled boats will be of the same class as your boat. Player's Choice also introduces the "Survival" game type. This means that if you die, you lose.

Again, set either the time limit or the kill limit and fight to the death (just make sure it's not yours).

Player's Choice is available from the outset and does not require unlocking.

Tips and tactics

- Mines are a great way to discourage tailgating but be mindful of their placement; they do not discriminate in the damage they deal.
- When you only have one life, every bit of health counts. Seek out and find Repair power-ups frequently.
- Rocks are not your friends. Not only do they inflict damage on even the most armored of hulls, but hitting them deprives you of both control and speed.

Clanbake

The rules for Clanbake are the same as the rules for Player's Choice except enemy boats will be of the Shadow Clan variety. Remember, Survival rules apply—if you die, you don't come back.

The boats you will face are the Catamaran, the Devil Boat, the Gunboat, and the Speedboat.

Clanbake is unlocked by completing level 7 on the Ensign difficulty setting.

Tips and Tactics

- The Shadow Clan Boats are very powerful and come equipped with a large number of weapons. Stick to their backsides and hit them with everything you've got.
- The Shadow Clan's weakness is their speed. Pick a quick boat like the Hydroplane or the Basilisk and hit them hard and fast.
- If you are having trouble, set your sights on the weaker Speedboats to rack up the kills.

Kingdome Come

The rules for Kingdome Come are the same as the rules for Player's Choice except enemy boats will be of the Jade Kingdom variety. Remember, Survival rules apply—if you die, you don't come back.

The boats you will face are the Sampan, the Large Sampan, and the Eel.

Kingdome Come is unlocked by completing level 4 on the Ensign difficulty setting.

Tips and Tactics

- The Jade Kingdom boats are fairly weak overall. You should be able to defeat them with just about every boat.
- Your only concern is the Eel, which boasts the very powerful Stinger weapon. Don't confront them straight on, however and you won't have a problem.

Metal Massacre

The rules for Metal Massacre are the same as the rules for Player's Choice except enemy boats will from the Iron Empire. Remember, Survival rules apply so if you die, you don't come back.

The boats you will face are the Patrol Boat, the Torpedo Boat, and the Warlord Launch.

Metal Massacre is unlocked by completing level 17 on the Ensign difficulty setting.

Tips and Tactics

- The Iron Empire boats are some of the most powerful and heavily armored boats in the game. Rely on speed to get you through this contest. Also, approach them only from the rear or your game will be over in no time.
- The Warlord Launch boasts the most impressive stats in the game and is the most lethal of opponents. Steer clear of them and focus instead on the slower Patrol and Torpedo Boats.
- When all else fails, pick a boat that comes equipped with the Stinger and seek out the Firepower power-up. The ensuing devastation will have you giggling with homicidal glee.

Heavyweights

The rules for Heavy Weights are the same as the rules for Player's Choice except enemy boats will be of the heavyweight variety. These include Devil Boats and Torpedo Boats. Survival rules apply so if you die, the game is over.

Heavyweights is unlocked by completing level 18 on the Captain difficulty setting.

Tips and Tactics

- The Heavyweights are slow, but are heavily armored and powerful. Again, the fast boat is the best selection; just make sure it is equally armored. The Basilisk, Hydroplane, or Warlord launch are smart choices here.
- The Devil Boat's quad chain guns will rip you to shreds if you take it on head-to-head. Best to approach it from the side or better yet, hit it from a distance.

Sampan Survival

The rules for Sampan Survival are the same as the rules for Player's Choice except enemy boats will be limited to Sampans and Large Sampans. Also, dying will result in a loss.

Sampan Survival is unlocked by completing level 13 in the Captain difficulty setting.

Tips and Tactics

- Sampans are the weakest boats in the game but their intentions are not to survive. Instead, they will deliberately crash into you letting the resulting explosion cripple your boat.
- Fixed Cannons, Torpedoes, and rockets are very effective against the lightly armored Sampans. Plus, they allow you to attack from a distance, without fear of the kamikaze pilots and their suicidal tendencies. Our pick is the Hydroplane that comes equipped with homing torpedoes and homing rockets.

Two-Player Games

One on One

It couldn't get any simpler than this. It's you versus a friend in a little cutthroat competition. Set the time limit and whoever has the most kills when time expires, wins. Or, set the kill limit and be the first to reach it. There's nothing like a little good, friendly, violent fun!

Tips and Tactics

- For the edge against your friends, get to know the maps and where the power-ups are located. Especially the power-ups that best compliment the weaknesses of your boat. For example, Accuracy does nothing for the Stiletto, its rockets and torpedoes are already homing. However, grab a Firepower power-up and the Stinger becomes the most lethal weapon in the game.

- To totally humiliate your friends, beat them with a Speed Boat. They'll wonder why you are picking a boat with some of the lowest stats in the game. Curb their curiosity by unleashing your quad auto-cannons on their "superior" boat's hull. They'll be driftwood in no time.

Open Contest

The two-player Open Contest is identical to the single-player version except you compete against your friend in addition to the computer-controlled vessels. Set the kill or time limit to set the parameters and then its every captain for himself.

Tips and Tactics

- Chances are the computer-controlled boats are less skillful than your friend, so pad your kill count by concentrating on them.
- Sometimes, homing rockets are all it takes to turn the tide in a fierce battle. Either choose a boat that is equipped with them, or grab the Accuracy power-up.

Domination

If you have ever played capture the flag, than Domination will be familiar to you. The object is to capture the fort and keep it occupied for the agreed upon time limit. You do that by jumping the ramp and passing over the platform in front of it. If successful, the timer will begin, counting your way to victory. The only way the other player can stop your counter is by passing over the platform himself. When this occurs, his timer begins to count upward. Whoever holds the fort until the timer reaches the limit is the winner.

Domination is unlocked by completing level 10 on the Captain difficulty setting.

Tips and Tactics

- Once you have captured the fort, defend it by guarding the ramp so your opponent can't reach it. Do this by firing upon him as he approaches. If that fails, simply ram his boat to throw him off course.
- If he gets past you and makes it over the platform, simply follow him up the ramp and retake the fort.
- If you are destroyed, be sure to grab a power-up before you try to regain the fort. Your opponent has the advantage so you'll need all the help you can get.

Three-Player Games

3-Way Trouble

It's friend against friend against friend. Don't play favorites and you'll reach the kill limit first.

Tips and Tactics

- Let your friends fight amongst themselves until they have sufficiently weakened one another. Then, jump in and score two easy kills.
- Don't neglect your guns. They will turn the tide in a close battle.

Two On One

Just like the title implies. Player one and player two face off against player three. The team with the most kills wins.

Tips and Tactics

- Friendly fire kills just as quickly as enemy fire so be sure of your target before you let loose.
- A blue diamond identifies your teammate while a red diamond identifies your enemy.

Domination

Three player Domination is identical to the two player version except it is two players against one.

Domination is unlocked by completing level 10 on the Captain difficulty setting.

Tips and Tactics

- If you are the lone player, pick the most powerful boat available. Might we suggest the aforementioned Stinger/Firepower power-up combination? Your only chance is to destroy your opponents quickly.
- If you are part of the team with two players, split your forces to ensure victory. One player should guard the ramp and ram the enemy as he approaches. The other should take on your opponent directly, attempting to destroy him at most, or keep him from the ramp at the least.

Four-Player Games

Four Way Fury

It's every man for himself in a free-for-all frenzy. The player with the most kills wins, period. Set either the time limit or the kill limit and have at it.

Tips and Tactics

- It is very difficult to concentrate on one opponent when there are two other boats looking for your head. Instead, employ hit and run tactics on the weakest opponent you come across.
- The Shield power-up is invaluable. Grab it and get into the fray. You have nothing to lose and everything to gain while you are invincible.
- Is someone near the kill limit? Gang up and take him out. Hey, all is fair in love and war.

Two on Two

It's two players versus two players. Choose your teammate well.

- Choose a boat to complement your teammate's choice. Be fast where he is slow; be powerful at a distance if he is armed for close quarters.
- Don't leave your wingman. Pair up and take your enemies on one at a time.

Three on One

If you know a player who can beat three other skilled players consistently, tell him to send us a resume.

Tips and Tactics

- If you are the unfortunate solo player, take them on head to head and try to stay to their backs. You will not live longer, or die with dignity, if you choose to be on the run.
- If you are part of the three, well, you better not need any tips.

Domination

(See the two-player Domination section for complete objectives)

Arguably the most fun game of them all. Pick a teammate and go against a pair of your friends. The winner will be the team that communicates the best with one another.

Domination is unlocked by completing level 10 on the Captain difficulty setting.

Tips and Tactics

- Try a zone defense. One player should guard the ramp, while the other engages the most skilled enemy.
- If you leave the ramp open to play man-to-man, it is far too easy for an opponent to slip through and capture the fort.

Unlocking Items

As you complete missions in *Blood Wake*, you will unlock different boats, battle modes and battle arenas for use in the Battle Mode portion of the game. Some items are dependent on the difficulty setting in which you beat the mission. The following is a list of what is unlocked by completing each mission and on what difficulty setting is required in order to unlock each item.

Mission	Unlocked Item	Difficulty
Mission 1	Salamander (boat)	Ensign
Mission 2	Pike (boat)	Captain
Mission 3	Swordfish (boat)	Captain
Mission 4	Kingdom Come Battle Mode	Ensign
Mission 5	Maelstrom Arena	Captain
Mission 6	Guncat (boat), Basilisk (boat)	Ensign, Captain
Mission 7	Clanbake Battle Mode	Ensign
Mission 8	Kraken's Maw Arena	Captain
Mission 9	Stingray (boat), Eel (boat)	Captain, Admiral
Mission 10	Gunshark (boat), Domination Battle Mode	Ensign, Captain
Mission 11	Death Row Arena	Captain
Mission 12	Koi (boat)	Captain
Mission 13	Tigershark (boat), Sampan Survival Battle Mode	Ensign, Captain
Mission 14	Fireshark (boat), Bombed Bay Arena	Ensign, Captain
Mission 15	Lightning (boat)	Ensign
Mission 16	Spear (boat)	Captain
Mission 17	Metal Massacre Battle Mode, Eagle (boat)	Ensign, Captain
Mission 18	Heavyweights Battle Mode	Captain
Mission 19	Jackal (boat)	Ensign
Mission 20	Octopus Bay Arena	Captain
Mission 21	Wraith (boat)	Captain
Mission 22	Terror Temple Arena	Captain
Mission 23	Switchblade (boat)	Ensign
Mission 24	Thundershark (boat)	Captain
Mission 25	Skull Beach Arena	Captain
Mission 26	Stiletto (boat)	Captain
Mission 27	Freestyle Arena	Captain
Mission 28	Scimitar (boat), Sword (boat)	Captain, Admiral

NOTE

Beating a mission on a higher difficulty than what is needed to unlock an item will still result in unlocking the item.

